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SOCOM II

U.S. NAVY SEALS

This game has received the following rating from the ESRB:

MATURE 17+

M

CONTENT RATED BY ESRB

PLAY SMART PLAY BETTER

DIMENSION PUBLISHING

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ONLINE BROADBAND ONLY

OFFICIAL STRATEGY GUIDE

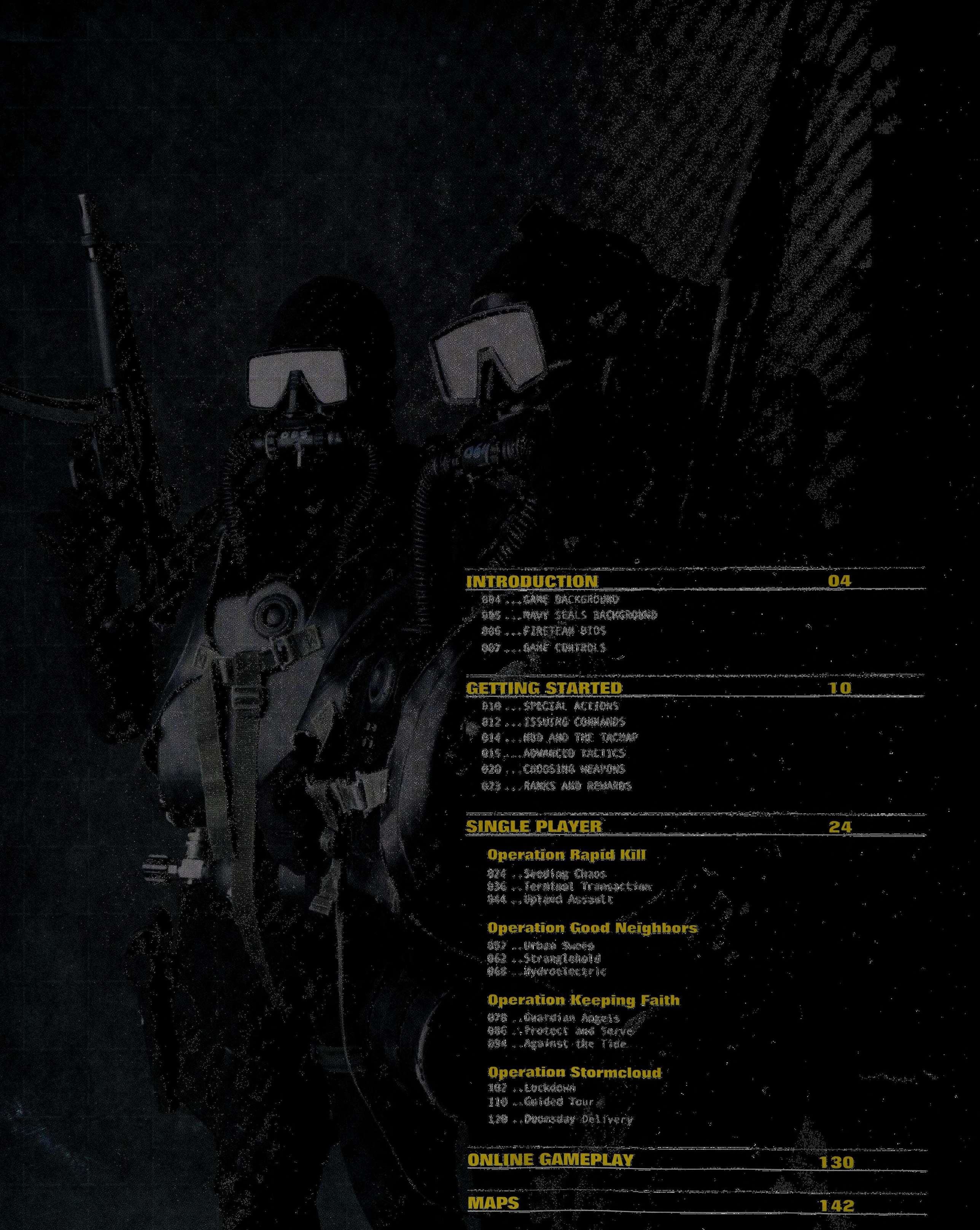
PlayStation®2

SOCOM II

U.S. NAVY SEALS

OFFICIAL STRATEGY GUIDE

WRITTEN BY THOMAS LAYTON
AND MARK ANDROVICH



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GETTING STARTED

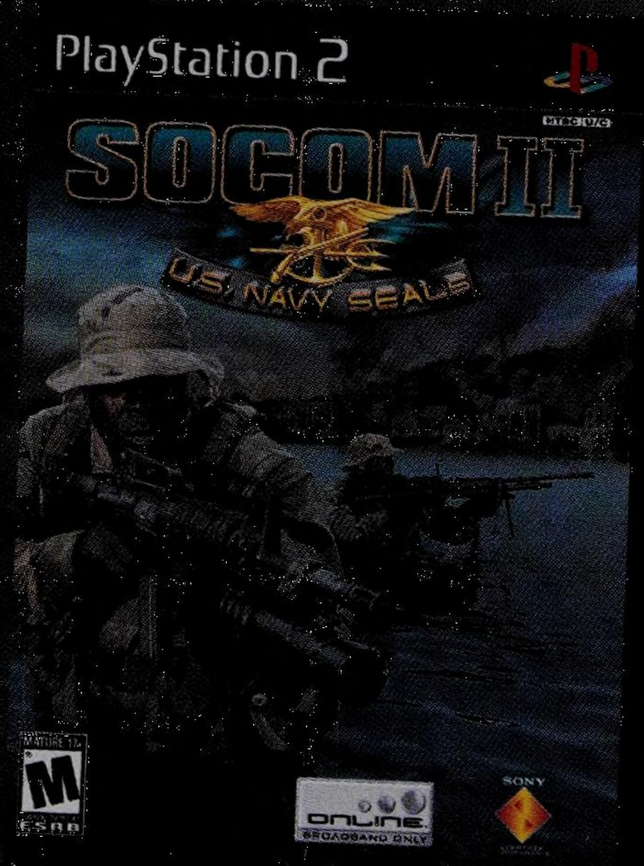
About Naval Special Warfare and the U.S. Navy SEALs

Long considered one of the world's preeminent military special forces units, Naval Special Warfare and its SEALs trace their roots back to elite "frogmen", Scouts and Raiders, Naval combat and underwater demolition teams, and torpedo boat squadrons of World War II. For decades, the U.S. Navy SEALs of NSW have specialized in unconventional warfare, and their moniker, "SEALs", indicates the various environments—SEa, Air and Land—in which they are trained to conduct special operations globally. Using stealthy, clandestine methods against strategic targets that traditional military units could not approach undetected, the SEALs offer the United States and its allies tactically unique options and immediate capabilities in crisis situations at home and abroad. SEALs' mission parameters include unconventional and information warfare, direct action, anti-terrorist and anti-drug operations, hydrographic and special reconnaissance, assisting foreign defense, and the recovery of personnel, among others. Naval Special Warfare operatives account for less than one percent of the U.S. Navy, and their small teams are comprised of uniquely talented soldiers who have survived training designed to test and challenge the limits of human strength, stamina, mental focus and commitment. This training, con-

sidered by many to be the most rigorous in the world, is based on three core pillars: operatives must be Men of Character, who uphold the Navy Core Values of Honor, Courage, and Commitment; the nature of training is Physical, demanding superior fitness and operational capabilities in all environments, especially in water; and finally, SEALs must master several Technical disciplines, for various applications in combat and beyond. Naval Special Warfare has executed missions during major conflicts, including the Vietnam War, Operation Desert Shield/Desert Storm, Operation Enduring Freedom, as well as others that are destined to forever remain classified. For more information, visit **https://www.seal.navy.mil**.

About SOCOM II: U.S. Navy SEALs for PlayStation 2

SOCOM II: U.S. Navy SEALs is the sequel to SOCOM: U.S. Navy SEALs, released in the fall of 2002 in North America exclusively for the PlayStation 2 computer entertainment system. The original SOCOM has sold more than one million copies in North America, earning PlayStation 2 Greatest Hits status, which was conferred in 2003. Among the first games to use innovative voice recognition functionality via a headset, the original SOCOM is one of the most successful online console titles to date, with approximately 60,000 playing online. Both SOCOM and SOCOM II: U.S. Navy SEALs are developed by Zipper Interactive and produced by Sony Computer Entertainment America's Foster City Studio, in association with Naval Special Warfare Command, which has served as advisor for the gameplay and mission design. This ensures that the SOCOM series is one of the most realistic simulations ever offered by an interactive military shooter game, and one especially reflective of the missions, protocol and tac-



tics inspired by Navy SEALs' operations. Online gameplay (broadband only) and community features for both SOCOM and SOCOM II are free of charge using the Internet service provider of the player's choice. Also, all of the multiplayer maps from the original SOCOM game are enhanced and provided in the sequel.

In SOCOM II, the Bravo Element from the original SOCOM, JESTER and SPECTRE (now spelled "SPECTER"), have become the Able Element of the Fireteam, replacing KAHUNA and BOOMER. Bravo Element is now comprised of WARDOG and VANDAL. SPECTER is the team leader and the playable character. SOCOM stands for Special Operations Command.

About the SOCOM II: U.S. Navy SEALs Official Strategy Guide

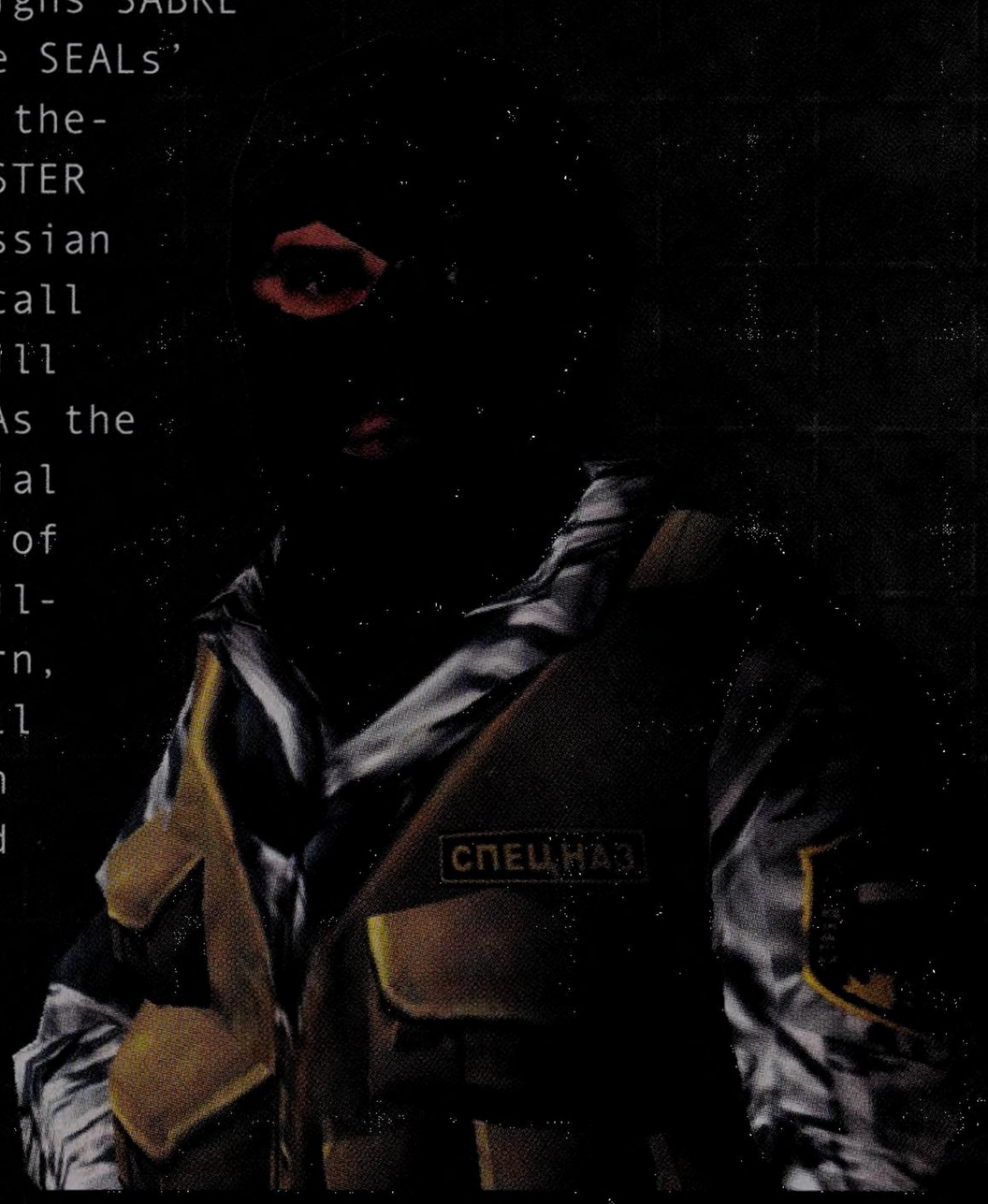
This guide is the officially licensed companion to SOCOM II: U.S. Navy SEALs for the Sony PlayStation 2 computer entertainment system. Complementing the game manual, this guide provides comprehensive information, expert tactics, and in-depth strategies for completing all primary, secondary and hidden objectives in the single-player game with maximum proficiency. It also offers tips and strategies for online gameplay. The SOCOM II: U.S. Navy SEALs Official Strategy Guide is a production of Dimension Publishing and is published and distributed by BradyGames, an imprint of Pearson Education, Inc.

The U.S. Navy SEAL Fireteam

A Navy SEAL Fireteam is normally a small, highly mobile unit. In SOCOM II, Fireteam is comprised of four operatives, two each in Able and Bravo Elements. Navy SEAL standard operating procedure (S.O.P) ensures that each SEAL has an operative partner, and the members of the two-man Able and Bravo teams work and stay together, whether or not Able or Bravo teams are operating together functionally or geographically. Able Element is comprised of Fireteam leader SPECTER and his partner JESTER, while WARDOG and Vandal make up Bravo Element.

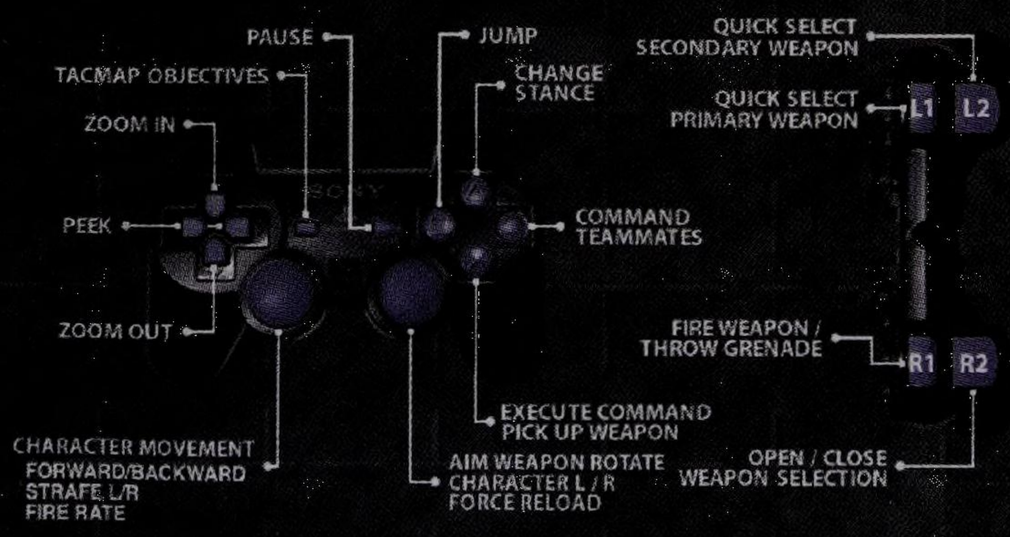
International Operatives

The United States' international allies and sphere of influence worldwide requires that the SEALs be prepared for deployment in various theaters of operation, with differing environments, around the globe. Sometimes foreign terrorists threats pose a risk to the United States from abroad, and SOCOM must gain permission from allied countries to conduct operations on their soil. In exchange for their cooperation, allied countries on occasion will insist that their own special operatives participate in the missions. Foreign special forces units with which the SEALs may cooperate include Great Britain's S.A.S. and Russia's Spetsnaz. In an Eastern European theater of operations, SPECTER and JESTER will conduct operations with two British S.A.S. operatives, call signs SABRE and REAVER, who substitute for the SEALs' Bravo Element. Also, in a Russian theater of operation, SPECTER and JESTER will conduct missions with two Russian Spetsnaz special forces members, call signs POLARIS and BLUDSHOT, who will be operating on their home soil. As the SEALs cooperate with foreign special forces, the standard SEAL arsenal of weapons and equipment becomes available to their allies. Also, in turn, during some missions the SEALs will be privy to an armory stocked with weapons standard to the S.A.S. and Spetsnaz.



Quick Reference Guide for the Precision Shooter Preset Configuration

Start button = Pause
Select button = TACMAP Objectives
Directional Pad:
Left - Right = Peek
Up = Change Perspective, Zoom Sniper Scope, Binoculars, Nightvision Goggles
Down = Change Perspective, Zoom out
Left Analog Stick = Character Movement forward/backward, Strafe left/right
L3 = Change Fire Rate
Right Analog Stick = Aim Weapon, Rotate Character left/right
R3 = Reload
□ = Jump
✕ = Execute Special Action
○ = Issue Commands
△ = Change Stance
L1 = Primary Weapon Quick Select
L2 = Secondary Weapon Quick Select
R1 = Fire Weapon, Deploy Grenade
R2 = Activate Weapons Cache



Controlling SPECTER

SPECTER, the leader of the Fireteam (regardless of whether Bravo Element is comprised of SEALs or foreign special forces), is the playable character in SOCOM II: U.S. Navy SEALs. At the beginning of the game, players will be given their choice of two main control configurations: Sure Shot and Precision Shooter. There are additional configurations available in the options menu. For more advanced play mechanics and a greater degree of control, it is recommended that players choose the Precision Shooter dual analog stick configuration: by assigning movement and aim independently to the left and right analog sticks, respectively, this configuration makes for more user-friendly movement relative to SPECTER's aim and current target, an important relationship. It also frees up the use of two shoulder buttons (which would otherwise be needed for strafing) for inventory management and "quick keys" for programmable primary and secondary weapon selections. The Scout preset is similar to the Precision Shooter configuration, but it divides movement and aim control between the analog sticks. The Lefty preset is similar to the Scout preset, although it gives greater aiming control to the left analog stick. For more information, consult the SOCOM II game manual. For the purposes of this guide, references to the DUALSHOCK 2's control scheme assume that the Precision Shooter preset is being used.

Moving SPECTER

Using the Precision Shooter configuration, the left analog stick moves SPECTER forward and backward, left and right relative to the direction of the crosshairs. Because the DUALSHOCK 2 analog sticks are pressure sensitive, the speed of this movement corresponds directly to how far the left analog stick is pressed. Keep in mind that the volume of sound of SPECTER's footsteps, an important element to stealth, is dependent on his speed. Therefore, press very lightly for SPECTER to move slowly with quiet footsteps, or press harder to make SPECTER run. There are several levels of speed because of this analog control.

Toggling Body Position

Among the features new to SOCOM II is the analog control of the playable character's body position. Previously, each tap of the triangle button would toggle between three positions: standing, crouching or going prone (or crawling). In SOCOM II, players can, for instance, press and hold triangle while SPECTER is running to make him dive-to-prone position. Similarly, by pressing and holding triangle while prone, SPECTER can quickly get up and stand. Previously, this required double-tapping the triangle button. Tapping triangle once continues to toggle SPECTER's position between the three stances. Each of the three positions has a significant purpose. Going prone aids in stealth, using cover, and in keeping silent while moving, and it also is the most stable position when firing (see "Sniping", below). Crouching, the default position at the start of each mission, allows SPECTER to move freely and to use mid-height cover: this should be the position used to navigate most of each mission area. Finally, standing often enables SPECTER to most easily get a visual on and target enemies who are far away on level terrain.

Peeking

Peeking around corners is a very useful tool and must be used if you intend to be successful in your missions. Peeking allows you to stay in the relative safety of cover, such as behind objects or corners, while still being able to survey the area or target an enemy. You can Peek from any position (Stand, Crouch or Prone), by pressing the right or left directional pad.

Jumping and Climbing

SPECTER's jumping function is controlled with the □ button. However, this function is not often used, particularly because SPECTER can surmount mid-height or taller obstacles (those that are tactically important, anyway) by using the climb function. If a ledge or obstacle is appropriate for SPECTER to climb, an icon will appear when SPECTER approaches it. Still, jumping can help SPECTER more quickly clear low-height ledges or obstacles and, in rare cases, jump between two elevated objects.

Changing Perspectives

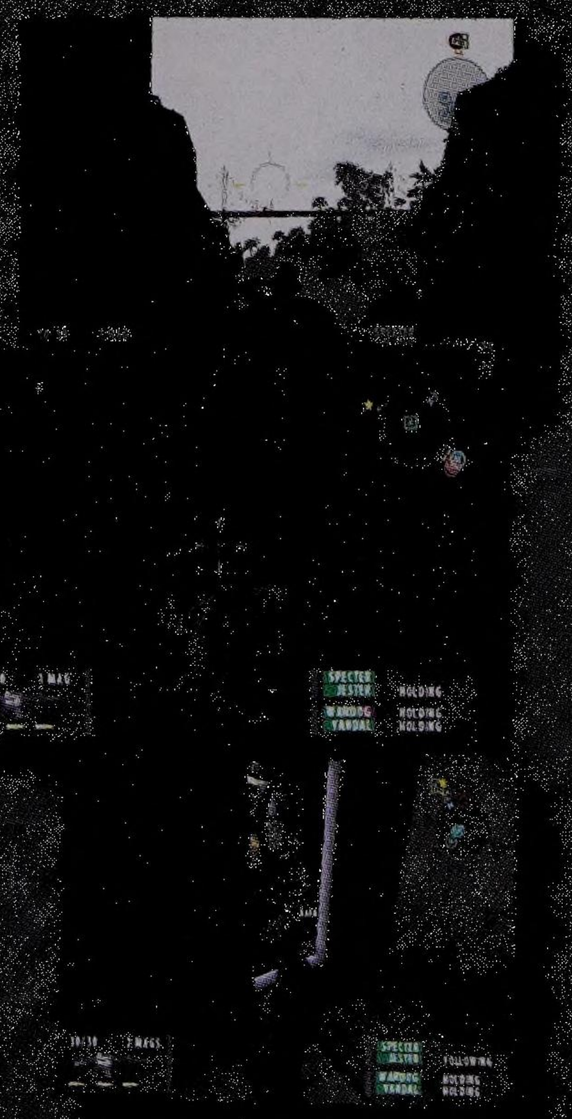
There are multiple perspectives in the game, including third and first-person, as well as levels of zoom (depending on if you are using a scope-equipped rifle or Binoculars and Nightvision Goggles. To change perspectives, press up on the directional button. The default perspective is third-person, but you can always access the first-person perspective by pressing up on the directional button. If you have Binoculars, Nightvision Goggles or a scope-equipped rifle, pressing up on the directional button a second time will switch to that perspective.

Aiming Weapons

In the Precision Shooter configuration, aiming up, down, left and right with the right analog stick is independent of the left analog stick, which is used for movement. However, keep in mind that aiming with the right analog stick also governs SPECTER's field of view, so it is important to remember that aiming to the left or right also forces SPECTER to look left or right. The DUALSHOCK 2 also offers analog, or pressure sensitive, control of aiming and looking, meaning that pressing the right analog stick lightly will move the crosshairs slowly. The crosshairs will always stay in the center of the screen, and the direction of any ammunition fired or weapon deployed will be relative to the crosshairs. Importantly, players have the option of inverting the "pitch" through the Options menu or the Pause Screen during gameplay; the default mode for aiming and looking is to press up on the right analog stick to move the crosshairs upwards, and down on the stick to move the crosshairs downwards. These directions can be reversed by inverting the pitch.

Color-coded Crosshairs

The color of the crosshairs indicates the status of SPECTER's aim. The default status is yellow, meaning that no discernible enemy target within a weapon's designated range is in the crosshairs, and if fired, the weapon's ammunition is likely to hit the environment. The crosshairs will turn red when a target is in the crosshairs and is within range. However, even if the aim is correct, the crosshairs will remain yellow if the target is out of the selected weapon's range. The crosshairs will turn green at any point when SPECTER targets a fellow Fireteam member, an escortee, hostage, or restrained or surrendering enemy. Finally, players have the choice of enacting the Assisted Aiming function via the pause screen. When this function is active, a target roughly within the crosshairs and in range will show a square red targeting reticle, signifying that SPECTER is "locked on" to the target. Finally, the crosshairs will turn gray if an obstacle foregrounds or obscures the target. Such obstructions may include walls, trees, railings, ledges, or even the ground if firing from an elevated position. In third-person view, the crosshairs may seem to be trained on the target, but a small yellow dot will distinguish the actual direction in which the barrel of the firearm is pointing. One way to slightly adjust the positioning of the crosshairs is to change SPECTER's body position.

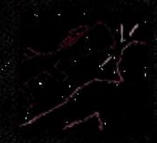


PEFORMING SPECIAL ACTIONS

Many actions within the game are situation-specific, meaning that they can only be enacted at certain locations or at specific times. Icons at the bottom center of the screen will appear to signify the appropriate action called for in a specific situation. Special Actions range from climbing obstacles and opening doors, to performing stealth kills or moving bodies, disabling bombs, and picking up enemy primary and secondary weapons. To execute an appropriate Special Action, press the X or "Action" button when the correct icon is selected. The icons are as follows:

Issue a Command

The player can have SPECTER issue a command or order through two methods: the first is by speaking the command into the microphone (see below), and the second is selecting appropriate fields within the command text menus. In either method, the player must press the ○ button (designated the command button), and the microphone icon will appear at the bottom center of the screen. One exception to issuing commands is with escortees (see below), who can be commanded to "Follow" or "Hold Position" by pressing ✕ when the crosshairs target them.



Silent Kills

Depending on the distance between SPECTER and the enemy, and on the enemy's level or alertness, SPECTER can perform silent kills on the enemy with either his knife or his rifle butt (see Advanced Tactics).

Pick Up Body

When stealth is your primary goal, it's best to pick up a fallen foe and move them to an area out of the enemy line of sight (such as behind a stack of crates), or one that is in complete darkness. To pick up a dead body, position yourself either on top of it or right next to it until the "Pick Up Body" icon appears and press the Action ✕ button. You can then slowly walk with a dead body and move it to a secure area. To drop the body, simply press the Action ✕ button once again.

Restrain

The restrain icon appears when an enemy has either surrendered – this will be obvious by the sight of their arms in the air after having dropped their weapons – or when SPECTER needs to secure a potential friendly escortee under Standard Operating Procedure. The Restrain icon will appear when SPECTER is in close proximity to the subject. Be advised that some friendly escortees can be commanded via voice commands to "Get Down" in addition to the "Follow" and "Hold Position" commands. One escortee, FLATFOOT, will respond to voice commands issued remotely.

Climbing

Certain obstacles and objects – including walls, ladders and ledges – within the game world can be surmounted by climbing. The climb icon will appear when SPECTER approaches an appropriate object or surface.

Ladder Slide

Closely related to the climb option offered when SPECTER is given the option to climb down a ladder is the "ladder slide". This is a much quicker, yet safe, option for SPECTER to slide down the ladder. The icon will appear while SPECTER is climbing or descending a ladder.

Open and Close Doors

SPECTER can either open or close a door by pressing the action button at the appropriate time. Keep in mind that doorways can act as an important "bottleneck" through which only one enemy can pass at a time (see Advanced Tactics).

Flip Switch

Some lights and alarm systems can be toggled on or off with the flip of a switch. Approach the apparatus and the icon will appear in the bottom center of the screen.

Plant Explosives

Several primary, secondary or hidden mission objectives throughout the game will call for the demolition of various targets. For an appropriate icon to appear, SPECTER must have the correct explosive equipped (only hidden objectives will require SPECTER to actively equip the correct explosive, because other objectives will see that the proper explosives are equipped by default).

Disable Bombs

SPECTER will be charged with disabling several bombs in a selection of missions in SOCOM II. Keep in mind that in one of the missions the icon will still appear, even though several of the bombs will be decoys.

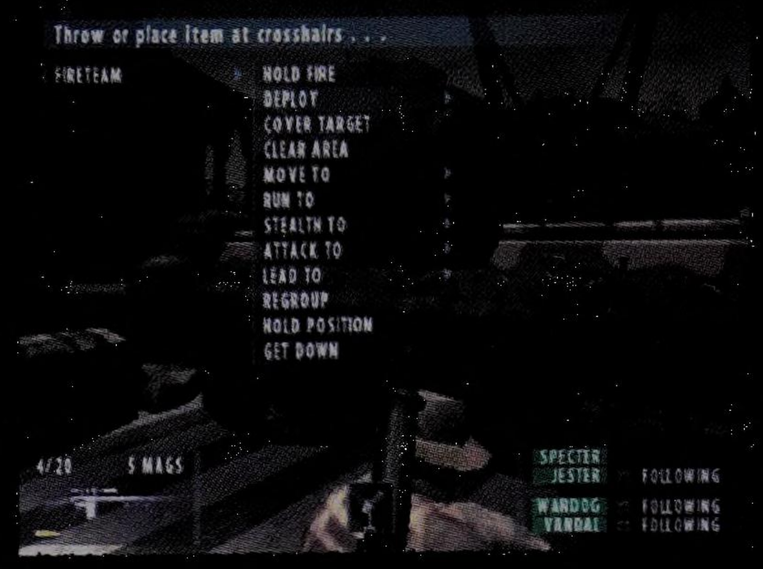
Take Weapon

SPECTER will have the option of equipping himself with a fallen enemy's firearms, should they better serve him at that moment in the mission going forward. Reasons for this may be that ammo has run low, or that the needs of the range and fire rate of the primary weapon may have switched, especially when missions move from outdoor environments to close-quarters battle inside. Position SPECTER over the weapon, be it primary or secondary, and press ✕ to select it.

Take Item

SPECTER will be charged with collecting intel items in several missions, either as a primary, secondary or hidden objective. When he approaches appropriate intel items, the Take Item icon will appear. Press the Action or X button. A variation on this icon will be in use with an escortee named FLATFOOT late in the game.

ISSUING COMMANDS



One of the fields of review for any mission in SOCOM II is teamwork, or SPECTER's effective use of his Able or Bravo Elements, which is comprised of the other three members of Fireteam, be they SEALs or members of allied special forces teams. To this end, SPECTER can issue commands to his teammates in one of two ways: either by voice commands through the headset, or through the navigable text menus. Both can be enacted by the ○ button (be sure to depress the Circle button for the whole of the time while issuing a voice command). Essentially, any command has three components to its make-up: they are the "Who", "What", and "Where" or "How". Concerning the "Who" element, the player must specify Able or Bravo Elements or Fireteam as a whole. The "What" element specifies the action itself. Finally, the "Where" or "How", depending on the "What" element or the nature of the command, will specify where the command is to be executed or by what means (with what part of Fireteam's arsenal). Keep in mind that there are some commands that only require two elements, the "Who" and the "What – these usually refer to more general, over-arching commands.

Using The Headset

The use of a headset with a microphone allows the player to both issue commands to teammates through voice recognition software, and to receive and hear tactical status updates from those team members and Strategic Operations Command (or "HQ") in real time. Again, the player can access either the voice command option or the text-based command menus via the ○ button on the DUALSHOCK 2 (use the directional pad to navigate the menus). To use the voice recognition option, be sure to hold down the ○ button for the duration of the commands delivery; the loudly dictated command should clearly include the "Who", "What", and "Where" or "How" portions previously discussed without undue pauses. Audible responses from Fireteam will result from the issuing of most commands. Keep in mind that some sets of commands are opposites, such as "Hold Fire" and "Fire at Will", or "Follow" and "Hold Position". If Fireteam has been commanded to "Fire at Will", then only the opposite, "Hold Fire", will be shown at that time. However, if a different command has been issued to Able and Bravo Elements at the same time – for instance, Bravo is firing at will, while Able is holding fire – then both commands will appear, in order to provide the option for SPECTER to command those elements to do the opposite.

Command Descriptions

WHO:

Fireteam: Saying or choosing "Fireteam" will issue an order to both Able and Bravo Elements simultaneously, or rather to Fireteam on the whole.

Able: Saying or choosing "Able" will make SPECTER give an order specifically to JESTER, the other member of Able Element.

Bravo: Saying or choosing "Bravo" will give an order specifically to Bravo Element, which is comprised of WARDOG and VANDAL. If one member of Bravo Element is eliminated, the remaining member will comply with the command.

Escortee: The selection of escortee commands becomes available only once appropriate enemies (leaders) or allies are restrained, as Standard Operating Procedure dictates. There are three potential orders that an escortee can follow; these are "Follow", "Hold Position" and "Get Down", and they work in exactly the same way as they would if they were issued to members of Fireteam. One exception to the usual set of escortee commands is an addition to the commands used with "FLATFOOT", an expert in nuclear materials who will at one point be required to handle specific intel items.

Intimidate: The "Who" for this command is the non-restrained enemy. "Intimidate" can be used in conjunction with a Flashbang in order to help convince an enemy to surrender. It works similarly to shouting "Hands in the air!" and "Get down!" into the microphone of the headset.

WHAT:

Hold Fire: Saying or choosing "Hold Fire" will command your team members to shoot only when shot at. If the hold-fire is broken by one of SPECTER's teammates, they will offer a reason. One reason is that Fireteam members will recognize that the enemy was preparing to fire upon SPECTER.

Fire At Will: Saying or choosing "Fire At Will" will command your team members to take any and every open, available shot. Normally, the priority of these shots will start with those enemies who are closest and pose the greatest threat, and then radiate out. JESTER, WARDOG and VANDAL will engage enemies within the operable range of their primary weapon.

Deploy: Saying or choosing "Deploy" will order your team members to throw or place the selected explosive at the position indicated by SPECTER's crosshairs. This command is used in conjunction with the items specifically equipped for the current mission. Items or explosives that can be deployed include Flashbangs ("Bang"), Frag Grenades ("Frag") or various types of smoke.

Open Door: Saying or choosing "Open Door" will command your team to open a closed door. The Open Door command will only appear if you are pointing your crosshairs over a closed door.

Close Door: Saying or choosing "Close Door" will command your team to close an opened door. The Close Door command will only appear if you are pointing your crosshairs over an open door.

Cover Target: Saying or choosing "Cover Target" will order specified team members to provide covering fire for the area at which SPECTER is pointing his crosshairs. This command is useful in ensuring that Fireteam secures areas such as doorways or the vicinity of an escortee.

Breach: Saying or choosing "Breach" in conjunction with a "How" command (which designates the method, including "Bang" or "Frag") will command specified team members to forcibly enter an area behind a closed door, deploy a weapon like a grenade and then clear the room.

Clear Area: Saying or choosing "Clear Area" will order team members to clear out, or eliminate all hostiles in the area indicated by SPECTER's crosshairs.

Move To: Saying or choosing the "Move To" command is used in conjunction with the WHERE commands, which include "Crosshairs", "Echo" and "Delta." "Move To" will command members of Fireteam to approach a location at a normal walking pace. Each mission has specific Navigation Points (or "Nav points") that are pre-set before the mission begins. These are labeled on the Tactical Map or TACMAP (see TACMAP for more information).

Run To: Saying or choosing "Run To" will command Fireteam, Bravo or Able Elements to move quickly to a specified location.

Stealth To: Saying or choosing "Stealth To" will command your team to use shadow and coverage while slowly moving to a specific location. Members will use the environment intelligently to maintain a stealth profile — to keep from being detected by the enemy — en route to the specified location. The pace is similar to and perhaps slower than that of "Move To".

Attack To: Saying or choosing "Attack To" will command team members to take all available shots while moving to a specific location. The "Attack To" command sees members moving at a pace similar to "Move To".

Lead To: Saying or choosing "Lead To" will command your team to escort you to a specific location. They will take the lead and you can follow behind. The Lead To command is used in conjunction with the WHERE commands.

Regroup: Saying or choosing "Regroup" will order your team to come back to your current position. This command may be helpful when Fireteam members become separated from SPECTER, or if you need backup in a firefight.

Follow: Saying or choosing "Follow" will command your team to follow behind you. Along with "Hold Position," this command is one of the most commonly used through the game. Other Fireteam members will take a route very similar to SPECTER's. Keep in mind that if SPECTER runs at full pace for an extended time, Fireteam is likely to fall slightly behind.

Hold Position: Saying or choosing "Hold Position" will command team members to stay in their current positions. This command is useful for stealth purposes, or for coordinating the positioning of an ambush. Be advised that it is Standard Operating Procedure to follow SPECTER automatically if he exceeds a maximum radius of about 50 meters (See "Jester's Tether" in the Advanced Tactics section).

Get Down: A more extreme form of "Hold Position", this command ensures that Fireteam members are not easily sighted by the enemy because of their prone position. This command also works with some escortees.

WHERE and HOW:

Frag: Used with "Deploy," saying or choosing "Frag" will order your team to throw a Frag Grenade at the positioning of SPECTER's crosshairs.

Bang: Used with "Deploy," saying or choosing "Bang" will order your team to throw a Flashbang grenade at SPECTER's crosshairs. Flashbang grenades are the most effective means of inducing surrender by the enemy.

Smoke: Used with "Deploy," saying or choosing "Smoke" will order your team to throw a Smoke grenade at SPECTER's crosshairs.

Satchel: Used with "Deploy," saying or choosing "Satchel" will order your team to place a Satchel charge at SPECTER's crosshairs. Keep in mind that, in some missions, some or all Fireteam members may be required to carry satchels, and that moving to certain locations will cause a satchel icon to appear at the bottom center of the screen.

THE H.U.D. and the TACMAP

SOCOM II provides various detail in real time via the H.U.D. or heads-up display. This information is complemented by a special information screen called the TACMAP, which the player can access at any time during a mission. Reading both is crucial to mission planning and execution.

Team Status

Monitoring the position, functionality and status of all team members is a very important factor in the success of each mission. To help monitor all members of Fireteam, a Team Status menu in the bottom right corner of the screen provides important information on each of the four members in real time.

Action Status

A status descriptor actively relays what each of the four team members is doing at all times. "Following" and "Holding Position" let the player know exactly what commands SPECTER has issued to other Fireteam operatives. If SPECTER has ordered Able or Bravo Elements to relocate to a certain position, their action status while en route will be called "Traveling". When they arrive at the location, they will automatically start "Holding Position" (except, in JESTER's case, if SPECTER moves too far out of range). Another status descriptor is "Engaging", denoting when a player is actively involved in a firefight. There are no status descriptors if a Fireteam member is eliminated. Also, to the left of the descriptors, during some missions a satchel icon will reveal who is equipped with satchels, and who may not be equipped or may have already deployed a satchel.

Health Status

The team status menu also relays the up to date health status of each team member. There are no ways to replenish Fireteam's health during a mission, so weighing each players health versus their functionality is an important decision that the player must make actively during dangerous situations in missions. Next to each name in the Team Status menu are colored bars. The full bar remains green until an injury occurs. During the period of injury, a portion of the green bar will turn yellow, depending on the severity of the injury. Soon after, that yellow portion will turn red. If the whole of the green bar eventually turns red before the end of the mission, that player will be incapacitated, which is signified by a gray bar. Keep in mind that even if SPECTER remains alive, mission failure results if the other three Fireteam members are neutralized.

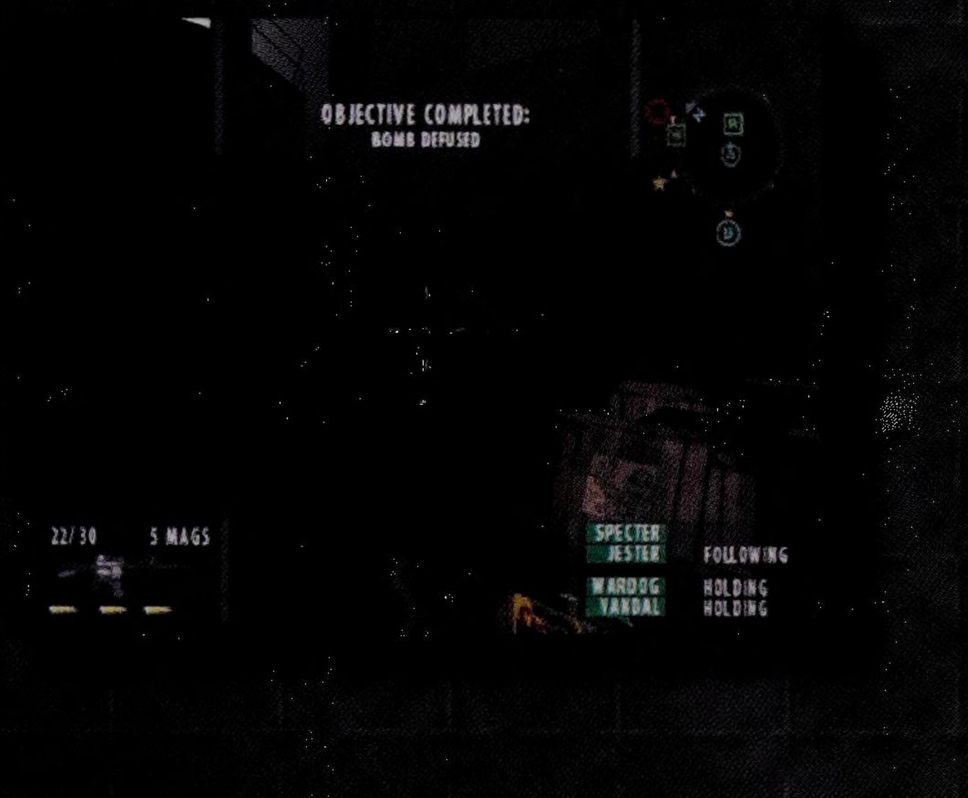
The TACMAP Screen

The Tactical Map, or TACMAP, enables players to instantly view the status of the goals of completing primary and secondary objectives. Players can also use the TACMAP, in some cases, to view a recommended Mission Path, along which various Nav points will be designated. In the Precision Shooter configuration, the TACMAP can be accessed instantly by pressing the Select button.

Objectives

A set of primary and secondary objectives will be present on the left column of the TACMAP at the outset of each mission. A box next to each one will be checked off as they are completed, and on-screen text messages will indicate when an objective has been achieved. Players can select and view short movies and information on primary and secondary goals by highlighting and selecting them from the list. Also, when selected, a corresponding gold star for primary objectives and a white star for secondary objectives will appear on the Tactical Map to the right. Keep in mind that sometimes the pre-mission intel will not be able to provide enough information for the specific

location of an objective to be triangulated and highlighted on the TACMAP; in these cases, SPECTER must find the locations on his own. The areas within which these objectives need to be completed may be highlighted pink; often the highlighted area will represent a building or structure. Primary objectives are mandatory, meaning that they must be fulfilled in order for Fireteam to achieve mission success. In some cases, secondary objectives can augment goals achieved with primary objectives, but secondary objectives don't necessarily need to be fulfilled for mission success. Keep in mind that primary and secondary objectives can be added and updated as the mission parameters change. Also, missions in SOCOM II entail hidden objectives that are not initially listed on the TACMAP, but they will be noted as complete once SPECTER and Fireteam have accomplished them. There is a broad range of hidden objectives in SOCOM II.



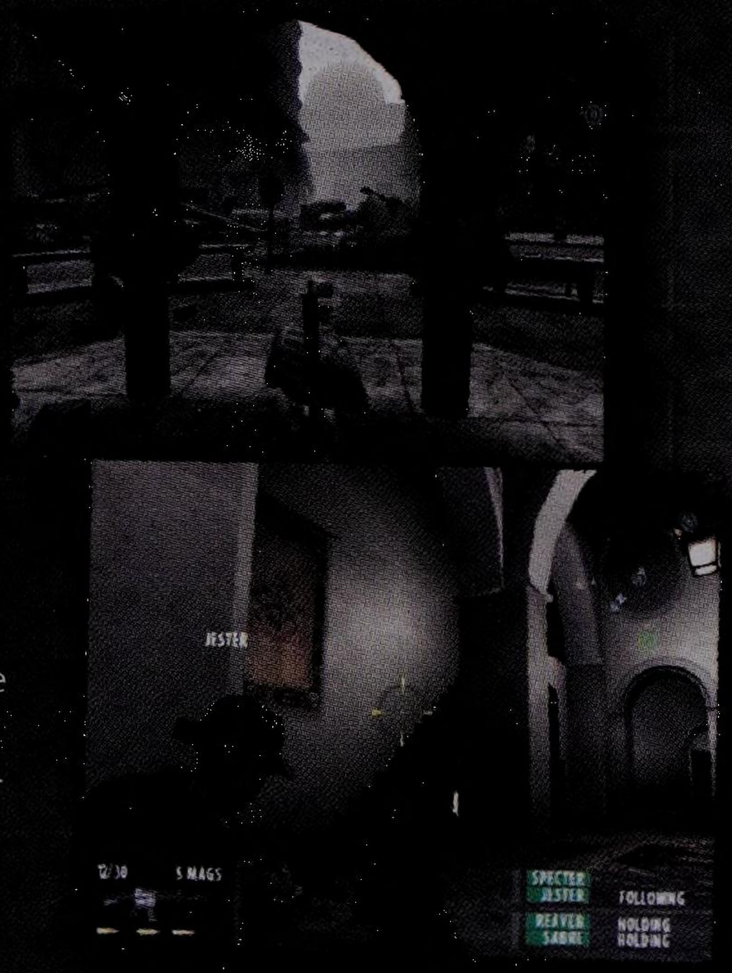
The Tactical Map

The Tactical Map itself traces and estimates locations for primary and secondary objectives based on the intel provided before the mission starts. Also, it will do so based on the topography or layout of the mission area and other factors. Nav points and their locations can be readily seen on the Tactical map, along with all important structures, landmarks, geographical features and points of interest. The TACMAP shows the whole of the mission area, and it is continuously updated with the real time positioning of SPECTER and Fireteam's Able and Bravo Elements. Players can more closely view elements of the Tactical Map by moving over portions of it with the left analog stick, and zooming in and out by pressing up and down, respectively, on the right analog stick. SPECTER's position will be indicated by a dot from which a cone of light emanates; the cone of light represents SPECTER's immediate field of view. JESTER, the rest of Able Element, will be represented by a capital "A" within a circle. Both members of Bravo Element, WARDOG and VANDAL, are represented by the capital letter "B" within a circle. The extraction point will be marked with a large blue X on the TACMAP. Keep in mind that not all missions involve extraction.

ADVANCED TACTICS

Able and Bravo Elements: JESTER's "Tether"

SPECTER, the playable character and leader of the SEAL team, is part of Able Element, meaning that he is paired with JESTER. Meanwhile, WARDOG and VANDAL—and later, SABRE and REAVER of the British S.A.S., and POLARIS and BLUDSHOT of the Russian Spetsnaz—are the paired members of Bravo Element. SPECTER can order both Bravo Element and JESTER (the other half of Able Element) to do things other than those with which he is currently engaged. This includes moving to different places and performing various actions. However, strict operational protocol stipulates that JESTER must maintain a minimum proximity to SPECTER. The maximum distance that SPECTER and JESTER can be apart is approximately 50 meters. There are several advantages to this protocol—including JESTER's "Overwatch" capability, an extra pair of eyes for sighting tangos, and more firepower—but it necessitates that SPECTER, the Fireteam and Able Element leader, be acutely aware of his partner's actions and location. Even if SPECTER orders JESTER to "Hold Position", JESTER will automatically regroup after SPECTER moves outside an approximately 50 meter radius, due to his "tether". SPECTER must also be aware of JESTER's movements in relation to the enemy during his mandate to regroup with his Able Element partner. However, there can be complete functional and positional separation between Able and Bravo Elements.

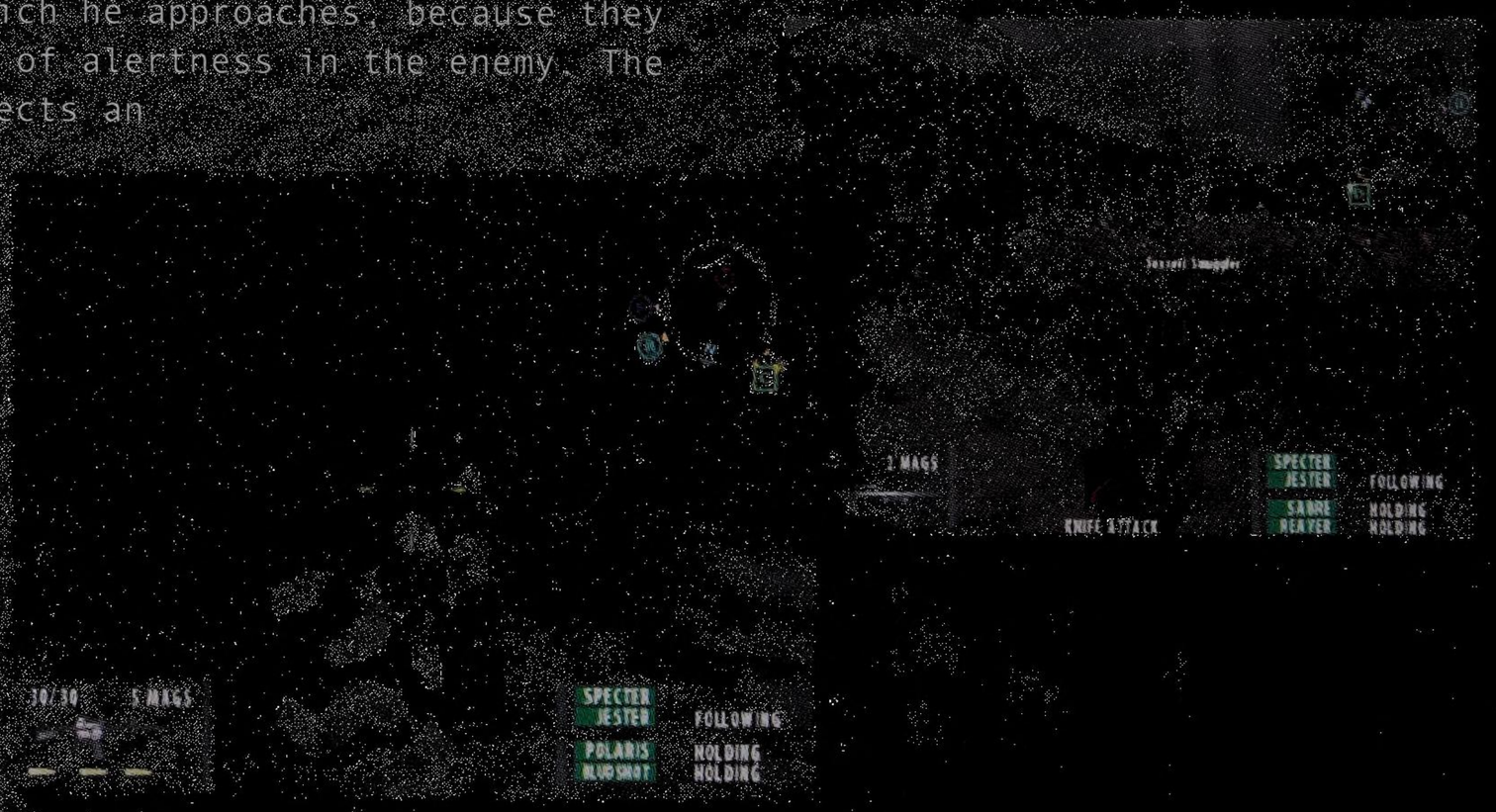


Using Bravo Element Cooperatively and Independently

WARDOG and VANDAL are supremely capable—they are, after all, Navy SEALs—of completing most any task that SPECTER assigns to them, be it covering a hostile area, leading or clearing the way to a Nav point, accurately deploying weapons, or unwaveringly standing down and holding their position. To be effective as possible, SPECTER can order Bravo Element to move with Able Element to lend additional support and firepower, or he can order them to move elsewhere independently. Bravo Element can be equipped differently from Able Element from the Armory, and WARDOG's and VANDAL's equipment should reflect either the similar or different tactical usage that SPECTER has planned for them.

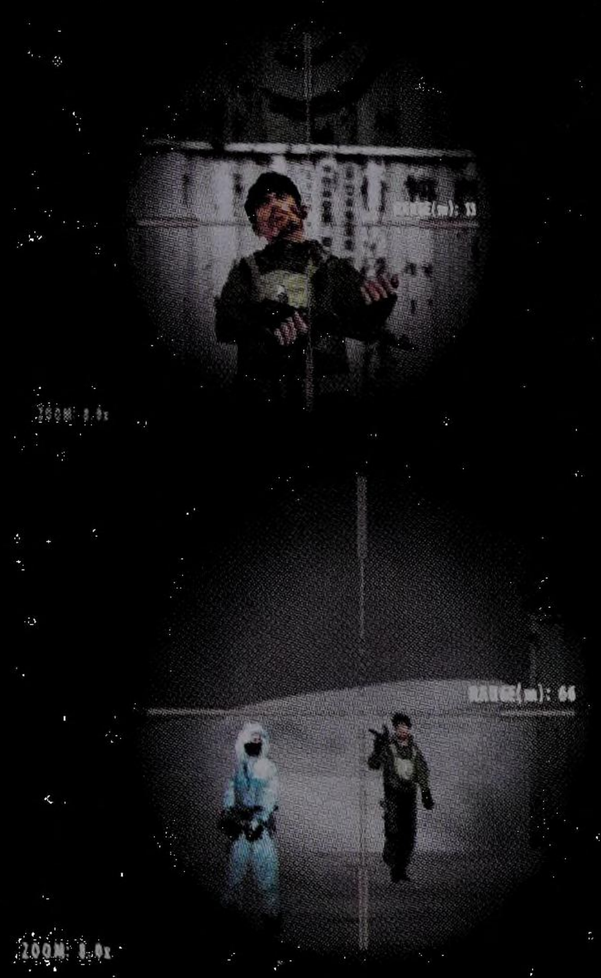
Stealth Kills

Eliminating the enemy with stealth can take the form of rifle butt and knife attacks, and also headshots in which the enemy remains unaware of the SEALs' presence. Aside from sniping from afar, stealth kill maneuvers require SPECTER to quietly approach, get roughly within an arm's length from behind or to the side (in some cases dead ahead), and then neutralize an enemy without them being alerted, or alerting anyone else. However, enemies will be alerted to the sound of SPECTER's footsteps if he is running, but, if approaching quickly, it is still possible to execute the stealth kill before they become aware that they are under attack. SPECTER must be aware of the various sounds from surfaces he treads and the speed at which he approaches, because they result in different levels of alertness in the enemy. The icon for knife attacks reflects an enemy with a minimal level of alertness, while a rifle butt icon indicates that an enemy is more aware. Keep in mind that if the enemy becomes aware of SPECTER, he or she can use a rifle butt attack as well.



Sniping

Sniping is an extremely effective and integral tactic for at least two reasons. First, it enables Fireteam to engage an enemy from a long range: this decreases the danger of short-range firefights, while increasing the team's safety from the accuracy of enemy targeting, which is inversely proportionate to range. Second, it can help Fireteam maintain a stealth profile. Sniping can render an enemy powerless to retaliate, especially if the player is careful to target enemies who will not be seen by their comrades. In fact, if SPECTER can snipe multiple enemies in the right sequence with the right timing, entire installations of enemies can be neutralized without them firing a single shot. When targeting a single tango in a multiple enemy situation, is very



important to take into account the viewpoint (the direction in which they are facing) of the enemy other than the current target. When enemies are patrolling in groups (usually in two) and are lined up in single file, it is best to first eliminate enemies from the rear and work forward, thus preventing the foremost enemies from seeing his comrade downed. However, sniping is subject to a short period during which the SEALs' aim must "settle" due to the factors of adrenaline and stance. Ideally, stealth will allot the SEALs time to settle and effectively train the crosshairs of a medium- or long-range rifle on their enemies. The time required for the aim to settle depends on a SEAL's stance. A prone stance requires the least amount of time, while crouching or standing require more time. Going prone also makes it more difficult for enemies to get a visual on SPECTER. Continuously adjusting the targeting increases the time it takes for the aim to settle. It is therefore wise to let the aim settle at a point in which an enemy stops or pauses regularly during his or her routine patrols.

Toggling Between Views

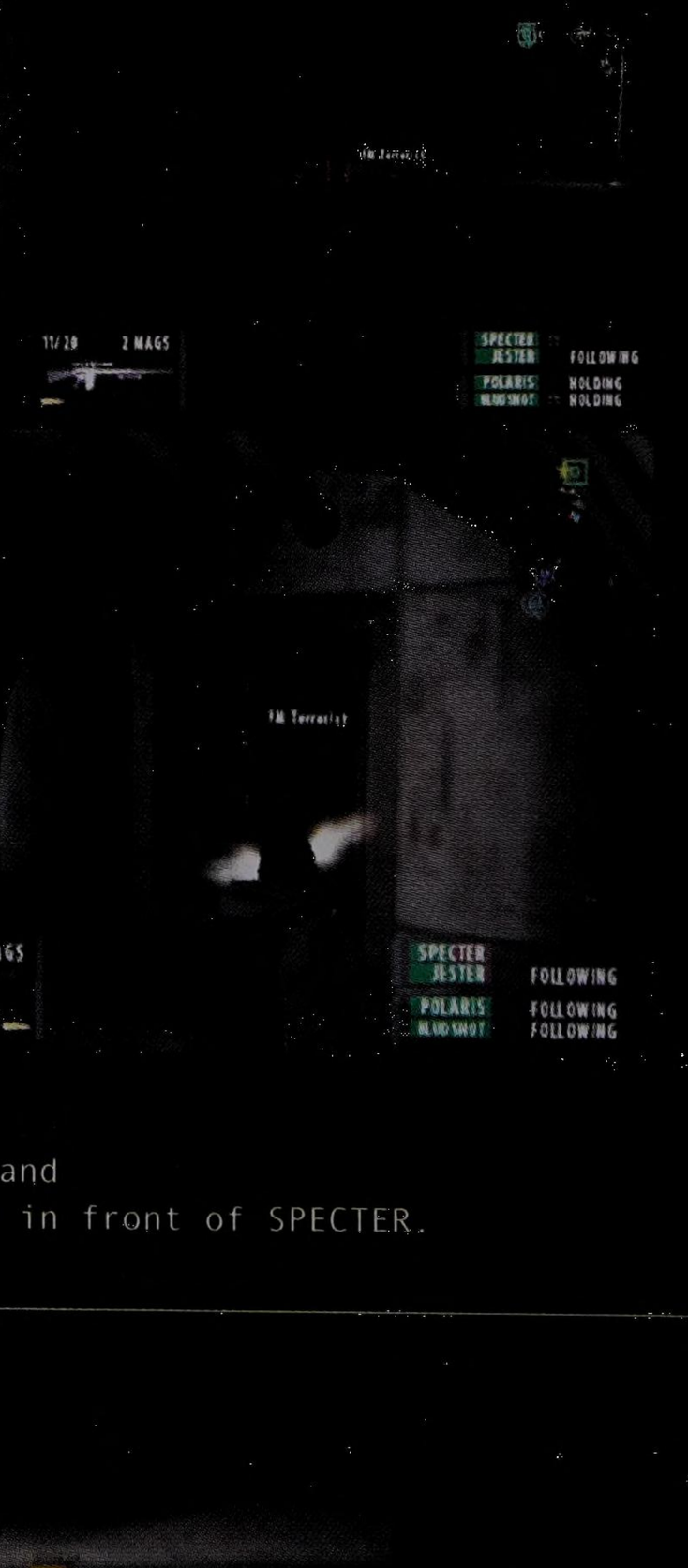
SOCOM II gives players the option of using several different views, each of which has specialized functions and advantages. The default view is a third-person perspective, which allows the player to see SPECTER's relationship to the environment; for one, this helps the player gauge how well SPECTER is using cover. A second perspective is offered by the first-person view, in which the player sees the environment through the eyes of SPECTER himself: this better enables the player to understand SPECTER's immediate field of view with an improved sense of depth, which is useful in targeting enemies at different ranges. A variation on this view is night-vision, through which goggles enhance the player's perception in dark or dimly lit areas. Finally, there is the view through the scope of select weapons and through binoculars: this magnifies the image of the enemy and the environment. Scopes can greatly enhance accuracy, and are useful particularly with sniper rifles. The thermal scope, for instance, greatly increases the differentiation between an enemy and the environment by letting the player view heat signatures. This is very useful in both sighting and targeting hostiles. Learning to toggle, or switch, between these views quickly and effectively will greatly improve the player's use of weapons and movement of SPECTER in relation to the environment.

The Angle of Attack

The enemies of SOCOM II often have the goal of patrolling or guarding a given area. This keeps them within a certain geographical location and sometimes allows Fireteam to utilize several different approach routes. These routes may offer in some cases more or better cover, better visuals on the enemy, access to areas where a single enemy may seclude or single himself out, and even "cleared" areas into which Fireteam can escape, retreat, or even lure the enemy into an even more dangerous situation. In essence, the angle of attack can vastly affect the success that Fireteam can experience in different engagements. Keep in mind that there can be an affinity or a disconnect between the angle of attack and the order of objectives. Primary and secondary objectives are listed on the TACMAP, but in many cases these objectives don't necessarily need to be completed in the order of their listing. If the angle of attack can be improved by navigating the mission area differently, consider completing the objectives in a different order based on optimum angles of attack.

Firefights

There are myriad tips and tactics for effective gunplay at different ranges (this guide addresses many of them on a per-situation basis). Essentially, stealth and remaining undetected is among the ultimate advantages, giving Fireteam the upper hand when it comes to readiness when entering an engagement, and giving the SEALs the option of circumventing it altogether. But if a firefight does occur, it is wise to make good use of cover and to peek, thus giving the enemy as small a target as possible while SPECTER's aiming capabilities remain almost unchanged. It is best to eliminate enemies in order of the severity of their threat: this is often, but not always, in proportion to their distance from Fireteam. When in the open, other tactics like "circle strafing" (performed best with the Precision Shooter configuration) keeps the enemy firing less effectively at moving targets, and it is possible for SPECTER to "line up" the enemies, so that enemies at different ranges find their targeting compromised by their own allies, who are obstructing their aim. Similarly, it is imperative that SPECTER, who usually leads the movement of Fireteam, be aware of Able and Bravo Element's "friendly fire" trajectories. Though they will make every effort to avoid hitting their commander, SPECTER may draw such fire for rapid side-to-side strafes during an engagement, especially if standing and during close quarters battle. SPECTER must also be aware of JESTER, WARDOG and VANDAL, who will maneuver actively during a firefight, sometimes in front of SPECTER.



Luring the Enemy Into "Traps"

In SOCOM II, the nature of terrorists is often aggressive and attack-oriented. By situating itself in a tactically viable location—one with cover, good sight lines of the enemy, and space to retreat, among other things—Fireteam can use the enemy's tendencies to its advantage. One of the recurring behaviors of the enemy is to quickly come to the position of a fallen fellow terrorist and immediately try to the engage Fireteam. Other terrorists will follow the lead of those who have gone to investigate. However, because of the normal spacing between patrols, the moments at which they arrive can result in a steady "stream" of enemies into Fireteam's created killzone. Fireteam, commanded to "Fire At Will", will concen-

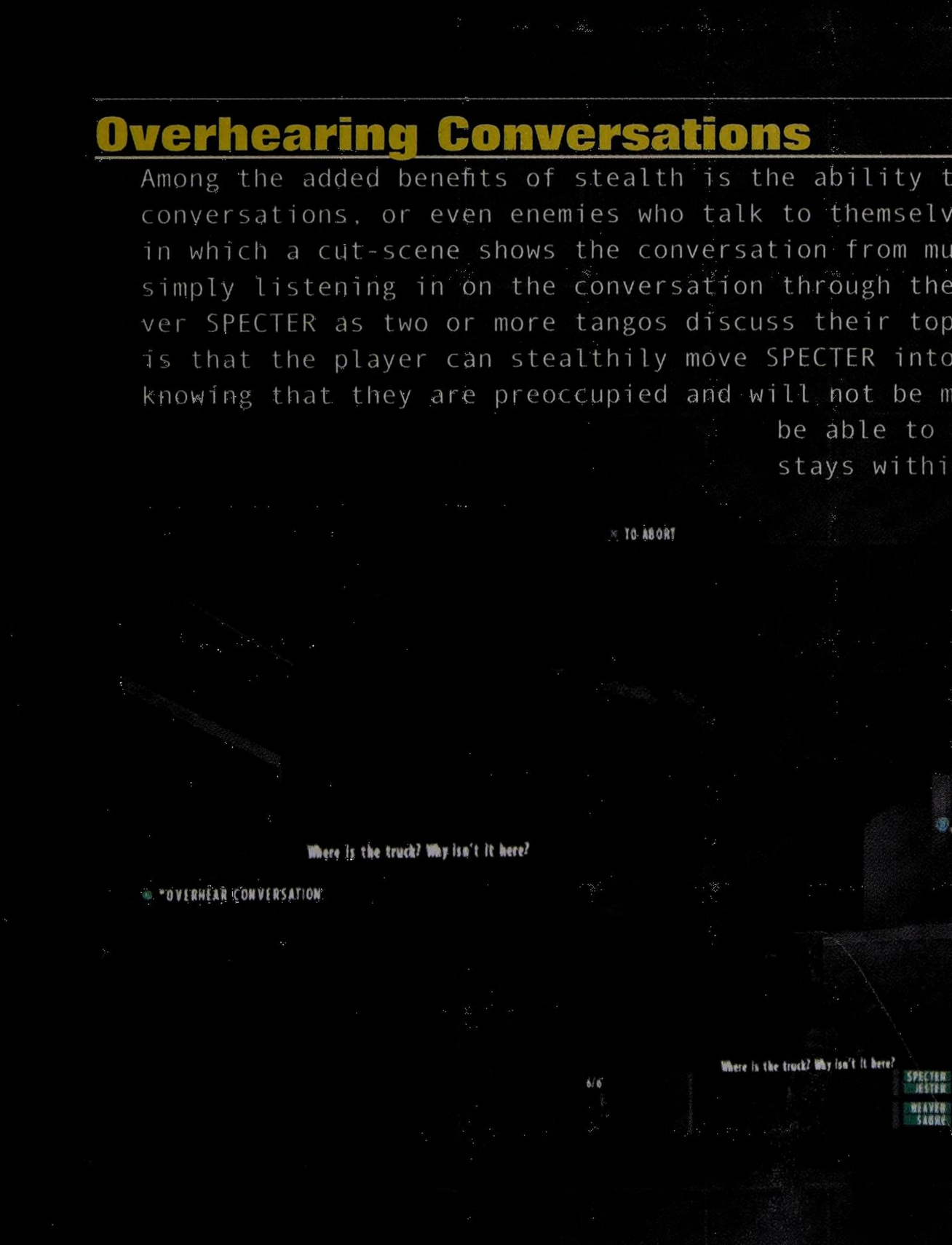
trate short bursts of fire on single enemies as they approach from afar. This conserves ammunition because it is not a one-on-one fight (in which players often expend more ammo to ensure an enemy is downed), and it increases Fireteam's safety because the target is coming from long to mid range, where he or she can be triangulated with multiple angles from afar and eliminated at a safe distance. Although it decreases Fireteam's stealth profile, this situation is usually much safer than engaging in firefights with patrolling terrorists on their turf, where they can engage Fireteam with numbers. Akin to this strategy is using doorways, stairways or obstacles to create "bottlenecks", or spaces through which only one enemy (the current target) can move at a time.

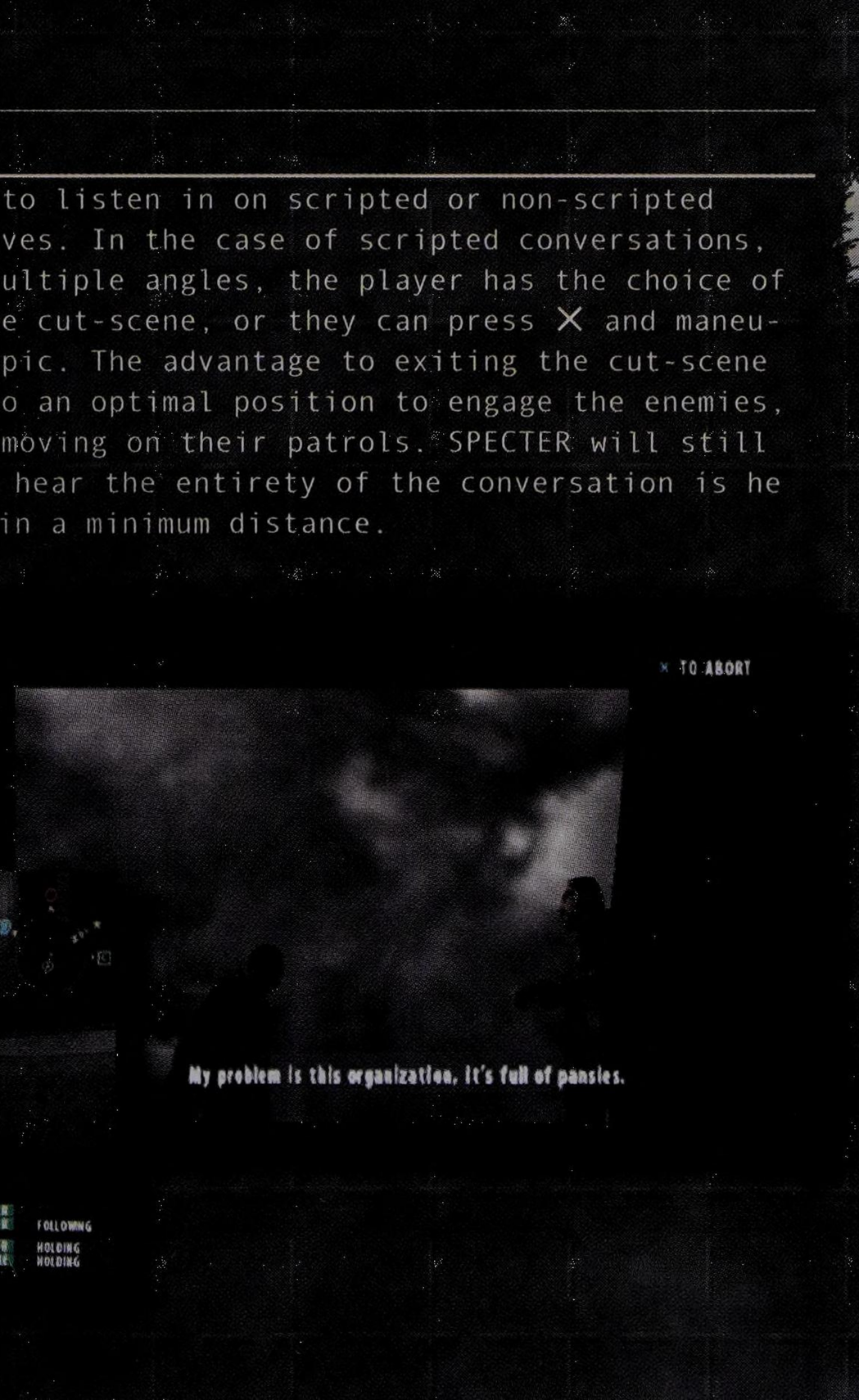
Exchanging Weapons with Enemy

The range conditions of combat can differ within a single mission. For instance, an infiltration in an open environment may require stealth and can offer long range lines of sight of the enemy, conditions ideal for a sniper rifle (which has high accuracy but a low rate of fire). However, missions may then require Fireteam to venture inside a facility, in which close quarters battle necessitates a higher rate of fire from a primary weapon. A sniper rifle is minimally effective in this situation. However, depending on Fireteam's stealth requirements, SPECTER has the option at any time of exchanging his primary and secondary firearms with a downed enemy's, which are non-silenced. The advantage of this tactic is that enemy weapons may be more suited to the type of combat at hand, and chances are there will many more enemies with similar equipment (so that SPECTER will have an ample supply of ammunition from neutralized hostiles). Also, be aware of compatibilities between some magazines of ammo from enemy firearms and those that the SEALs are carrying.

Overhearing Conversations

Among the added benefits of stealth is the ability to listen in on scripted or non-scripted conversations, or even enemies who talk to themselves. In the case of scripted conversations, in which a cut-scene shows the conversation from multiple angles, the player has the choice of simply listening in on the conversation through the cut-scene, or they can press ✕ and maneuver SPECTER as two or more tangos discuss their topic. The advantage to exiting the cut-scene is that the player can stealthily move SPECTER into an optimal position to engage the enemies, knowing that they are preoccupied and will not be moving on their patrols. SPECTER will still be able to hear the entirety of the conversation is he stays within a minimum distance.





CHOOSING PRIMARY AND SECONDARY WEAPONS

Fireteam's operational capabilities are largely enabled by the smart equipping of its Able and Bravo Element members with weapons appropriate to the mission objectives, terrain and layout, and range. This guide offers suggestions for these weapons before the walkthrough of each single-player mission. Within the Armory before each mission, players can equip the SEALs and their S.A.S. or Spetsnaz partners on the Fireteam, Able and Bravo Element, or individual level. Basically, it is important to weigh the performance statistics of primary or secondary weapons in light of several factors. These statistics are: Volume, Accuracy, Range, Fire Rate and Fire Modes. The first statistic, Volume, is significant because stealth – the attempt to fulfill mission objectives while remaining undetected by the enemy – can be compromised by enemies overhearing the loud firing of a variety of guns. For this reason, several weapons within the Armory are likely to be silenced, signified by the suffix "SD" at the end of the primary or secondary weapon's name. Fitting a weapon with a silencer results in small sacrifices in a weapon's accuracy and range, but the advantage of remaining undetected by enemy soldiers can be much more desirable than having slightly improved means to eliminate them. Accuracy is the measurement of how closely the ammunition fired by a primary or secondary weapon comes to SPECTER's aim, represented by the crosshairs, on a consistent basis. Accuracy is slightly affected by some weapons' recoil in burst or automatic fire modes (see below). Range is an important factor, particularly for the primary weapon choice, because, to some degree, it determines when and where it is strategically advisable for SPECTER and Fireteam to engage the enemy. Short, medium and long range sight lines and ranges are likely to vary between large, open environments outdoors and labyrinthine, close-quarters indoors. Range and Accuracy have a close relationship, because some short and medium range weapons have accuracy that decreases greatly as the range is increased. The crosshairs will indicate the effective range of primary and secondary weapons. Keep in mind that the M4A1 SD silenced assault rifle is perhaps the most well-rounded primary weapon, in terms of statistics and its potential application to the most missions; it is a strong default choice. Fire Rate and Fire Mode are also intricately related; Fire Rate is the speed of discharging ammunition within various Fire Modes. Fire Rate is important particularly in close-quarters battle, in which the danger to Fireteam is increased and ensuring that the enemy is neutralized quickly is critical. Fire modes can be Single, Burst and Automatic, and each has its advantages. Players can toggle between Fire Modes either by depressing L3 or the Select button, depending on the configuration. The number of bullets noted in the Weapon in Hand display in the lower left corner of the screen will toggle between one (single mode) to three (burst mode) or four (automatic). Some weapons – sniper rifles, for instance – only Single fire mode. Burst fire mode is recommended for most missions in which assault rifles are the primary weapon, as it may help conserve ammunition, and single bursts are normally sufficient to neutralize a hostile. Automatic fire should be reserved for the most dire of situations. Secondary weapons are exactly that – a secondary option, for use usually after the primary weapon is no longer an option. However, a silenced secondary weapon can be a smart complement to a more powerful, non-silenced primary weapon. Depending on the mission, SPECTER and Fireteam may have default choices (such as satchels) assigned to them but, in most cases, it rests with the player to decide how to fill Fireteam extra equipment slots, whether it be from a variety of grenades, 2X Ammo (suggested for missions in which Fireteam is likely to encounter a multitude of enemies), and various smoke. SPECTER can also carry a selection of explosives, including C4, which can be useful in secondary and hidden objectives. Finally, SPECTER will always carry a knife for stealth kills, and the butt of each primary and secondary weapon can be used to neutralize hostiles at close range.

Pressure Sensitive Weapons

Closely linked to a weapons fire mode and range of deployment is how the R1 button is pressed. In the case of primary weapons, quick tapping of R1 can result in a single shot fired, even if the weapon is set for burst or automatic fire modes. Holding down R1 has very different results. Similarly, the arc and trajectory of grenades and smoke are directly affected by R1's pressure sensitivity during employment, as indicated by the specialized crosshairs.

Reloading

SPECTER can reload his primary or secondary weapons at any time, using R3 in the Precision Shooter configuration. Primary and secondary weapons, of course, are accompanied by a finite amount of ammunition in the form of a limited number of magazines. For instance, SPECTER may have two magazines of ammo for an M4A1 assault rifle, each of which holds 30 rounds. At any time, he can replace the magazine (which currently has 25 rounds) with a full magazine carrying 30 rounds. However, if he does not acquire compatible enemy ammunition, when he tries to reload with the original magazine, it will still carry 25 rounds. The number of rounds in a magazine cannot be carried over to a different magazine. Still, SPECTER can acquire enemy magazines that are full, in which case they will replace those magazines that have partial ammunition. The numbers of rounds and magazines remaining in SPECTER's keep are shown in the H.U.D. element in the lower left of the screen.

Switching Between Weapons

By default, SPECTER will carry both primary and secondary weapons. The Precision Shooter and other configurations allow players to immediately switch between primary and secondary weapons by pressing "Quick 1" and "Quick 2" buttons, which are L1 and L2 respectively. By default, L1 signifies the primary and L2 the secondary weapon, but these buttons can be assigned to other items, including grenades, smoke and explosives. To assign Quick 1 and 2 buttons to specific weapons, press R2 (the weapons inventory button) and scroll between the choices using the up and down buttons on the directional pad. Press L1 and L2 to assign the quick presets to the preferred weapon when the inventory is open. Press the ✕ button to equip the highlighted choice within the inventory immediately. Keep in mind that SPECTER can exchange primary and secondary weapons with neutralized enemies (see the Advanced Tactics section): this can be done by pressing ✕ while standing over the desired primary or secondary weapon (hold down ✕ and press right or left on the directional pad to scroll between multiple simultaneous choices). However, if SPECTER equips an enemy's primary or secondary weapon, he will forfeit, and drop his own.

WEAPONS LIST:

PISTOLS

RIFLES AND MACHINE GUNS

RIFLES AND MACHINE GUNS

AKS-74

HK 5K

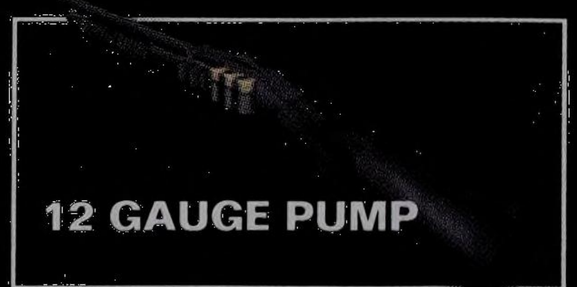
M14

552

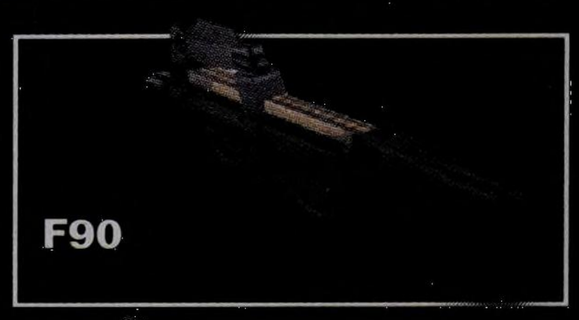
9MMSUB

SHOTGUNS

TA 12 GAUGE


12 GAUGE PUMP

M3 12 GAUGE


F90

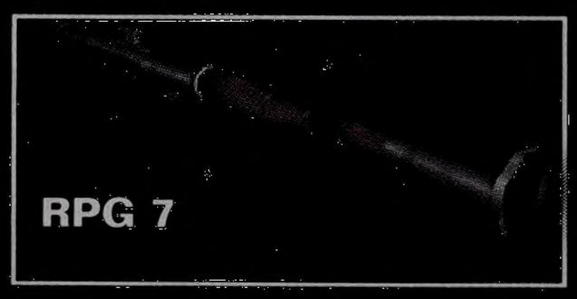
IW-80 A2

M16A2

STG 77

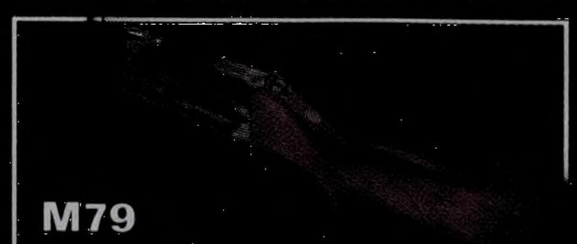
M60E

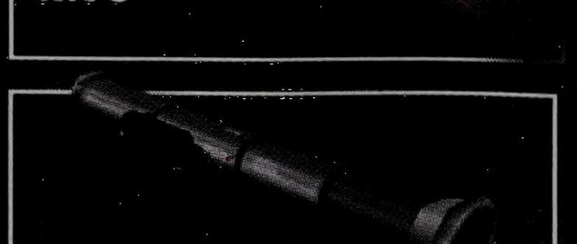
GRENADE AND ROCKET LAUNCHERS


RPG 7

MGL

OICW


M79


AT4

HK5

M4A1

RA-14

M63A

SNIPER RIFLES

SASR

M82A1A

M87ELR

M40A1

SR-25

RANKS AND REWARDS

SOCOM II is structured to reward the successful completion of various objectives and difficulty levels. In the case of missions within one difficulty level, completing various hidden objectives throughout the game will reward the player with valuable intel, assets and conditions that will prove favorable in future missions. This may take the shape of fewer or less aggressive enemies, increased health, or more specific information for future primary or secondary objectives. The rewards for each hidden objective are printed along with the descriptions at the beginning of the walkthrough for each single-player mission in the this guide. Additionally, to achieve 100% completion for each mission, all hidden objectives within the mission must be completed. In addition to mission completion, individual missions are graded on Stealth, Accuracy and Teamwork. A career stats function tracks various totals throughout the player's history, including current rank, missions completed, average accuracy and stealth kills.

Also, SOCOM II has five different difficulty levels, each of which will present hostiles with different settings for accuracy, aggressive tendencies, speed of movement, levels of alertness and intelligence. The rewards for completing most difficulty levels result in achieving a new rank and unlocking a higher difficulty level, along with making different weapons available in the armory for new missions. Art galleries are also unlockable. The ranks and rewards are as follows:

Rank: Ensign

Reward for completing the game: Unlock Lieutenant difficulty level; all terrorist weapons for use in the single player missions (available in the Armory); complete Brazilian theater of operation to unlock Feral as a multiplayer character.

Rank: Lieutenant

Reward for completing the game: Unlock Commander difficulty level; Terrorist weapons become available in the Armory; complete Albanian theater of operation to unlock Pius Platz as a multiplayer character; complete Algerian theater of operation to unlock an Algerian Officer as a multiplayer character; complete Russian theater of operation to unlock Valeska Lukanov as a multiplayer character; unlock the movie in Art Gallery 1.

Rank: Commander

Reward for completing the game: Unlock Captain difficulty level; British S.A.S. and Russian Spetsnaz weapons become available; complete Albanian theater of operation to unlock SABRE as a multiplayer character; complete Brazilian theater of operation to unlock Quixada Christo as a multiplayer character; complete Algerian theater of operation to unlock REAVER as a multiplayer character; complete Russian theater of operation to unlock "The Specialist" as a multiplayer character; unlock the movie in Art Gallery 2.

Rank: Captain

Reward for completing the game: Unlock Admiral difficulty level; the Multiple Grenade Launcher (MGL) becomes available.

Rank: Admiral

Reward for completing the game: The OICW Grenade Launcher becomes available.

LEVEL 1

OPERATION RAPID KILL: SEEDING CHAOS

LOCATION: RURAL ALBANIA
ENEMY: SESSERI SYNDICATE
OBJECTIVE: DEMOLITION OF BLACK MARKET GOODS

MISSION OVERVIEW:
The Sesseri Syndicate, a group whose roots go back 200 years, maintains an illegal arms distribution network stretching from London to Cairo. The United States and European Union's concern about the syndicate's potential distribution of radioactive materials, possibly weapons grade plutonium in the keep of Pius Platz, prompts U.S. Special Operations Command to send in the SEALs to take out the syndicate's weapons supply cache. This is a first step in dismantling the terrorists' supply network.

The SEALs are deployed by an MH-60 hours before their mission will begin. It is morning with a clear sky. Visibility is medium and somewhat obscured by fog, especially by the riverbed. As weapons dealers, the Sesseri Syndicate is well-armed and its members will not hesitate to engage, though they may not be expertly trained.

Primary Objectives:

1. Rendezvous with Informant: The informant, MALLARD, is inside an ancient Roman basilica, designated Nav point Charlie. He will brief SPECTER on the remainder of the mission—on the syndicate's patrols and the locations of the weapons caches, among other things—once contact is made.

2. Infiltrate Village: Completed once SPECTER nears the church. If this is done stealthily, he will be able to recon three enemy patrols with either the scope of a primary weapon or binoculars. If the syndicate's alarm is activated, this objective will be compromised.

3. Destroy Enemy Contraband: There are two weapons supply caches, designated Nav points Romeo and Juliet, that must be exploded by satchels on extraction. Each member of Fireteam is carrying a satchel.

4. Move to Extract. At the far end of the level, on the road past the village, is the extraction point. All operating members of the Fireteam must be present for extraction. Ideally, the Sesseri foreman can also be captured and extracted.

Secondary Objective:

1. Remain unseen: The informant, MALLARD, is likely to give the SEAL team more information if he is not startled by gunfire. Remaining undetected is a high priority in the middle segment of the mission, because if the team is spotted, the Sesseri Syndicate personnel will radio alerts and an alarm will sound, bringing reinforcements. This compromises other objectives that hinge on the team proceeding undetected.

2. Move to Delta. Nav point Delta is located at the top of a series of stairs at the church.

3. Recon Patrol 1. Indicated by a silver star on the TACMAP, he is pacing in front of a large barn.

4. Move to Echo. Nav point Echo is on the second floor of the church, near the alarm.

5. Recon Patrol 2. He is patrolling an area near Nav point Romeo.

6. Move to Foxtrot. Foxtrot is also on the top floor of the church, opposite Echo.

7. Recon Patrol 3. He is patrolling the area in front of the entrance to Nav point Juliet.

8. Capture the Foreman. Foreman Besnik is a mid-level syndicate member with 10 years of experience, though he may be on the outs with the organization. He arrives in the village by car prior to the mission. Located in a building near the extraction point, Besnik should be able to provide SOCOM with additional intel if captured and extracted.

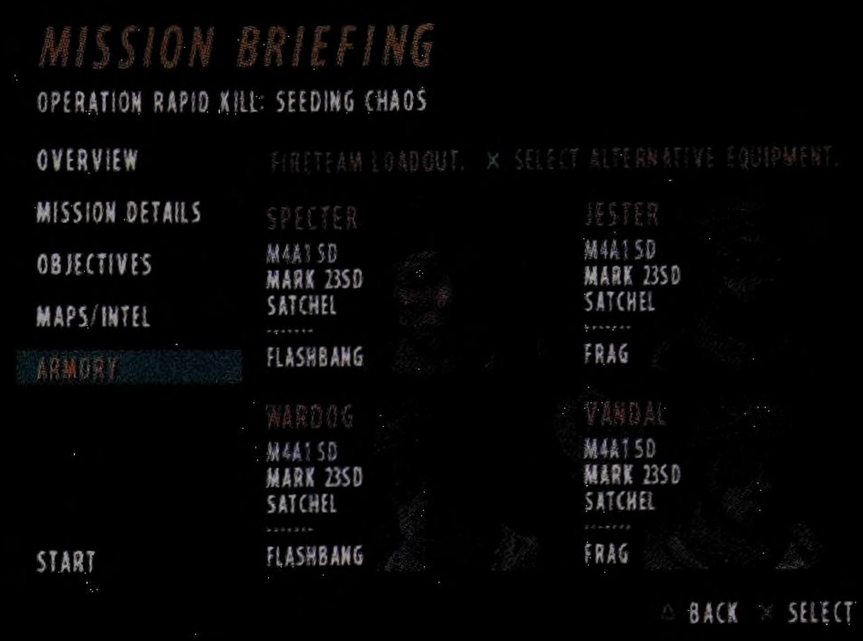
Hidden Objectives:

1. Overhear Conversation about General Rugova. This occurs at Nav point Whiskey just after the start of the mission. The reward for this objective is that enemy accuracy will decrease in the second and third missions.

2. Overhear Conversation about delivery time. Outside the room where Foreman Besnik is located, Fireteam can overhear details about an upcoming shipment of weapons, but only if they have maintained a stealthy profile up to that point. As a reward, the SEALs will then be able to intercept the weapons in the second mission.

ARMORY

Because of the comparably long distances and sight lines afforded in the open outdoor environment throughout most of the mission, equipping Able and/or Bravo team with the silenced assault rifle, the M4A1 SD, is wise because of its superior range and because it has a scope helpful in sniping. The submachine gun may have better accuracy, but this will matter very little in the close quarters battle and point blank combat towards the end of the mission, when the assault rifle's superior fire rate may be more useful. Overall, the assault rifle is the better choice for this mission. However, SPECTER can acquire several sniper rifles in the course of Operation Rapid Kill: Seeding Chaos, and an available shotgun may be helpful in the close quarters battle portion in the mission's final third. Since both available pistols have the same stats and performance, the only other major decision is choosing either a type of grenade or extra ammo. One of the Secondary Objectives, Capture the Enemy Foreman, may require the use of a Mark 141 Grenade, or "Flashbang", which can briefly incapacitate an enemy and enable SPECTER to restrain him. If attempting this objective, it is advisable to equip either a member of the Able or Bravo teams, or both, with Flashbangs. There are several opportunities to restrain other smugglers, either using Flashbangs or intimidation.

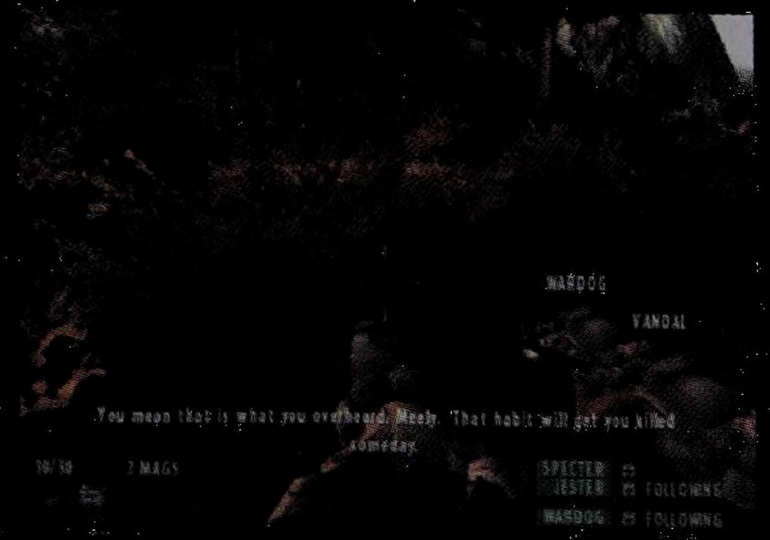


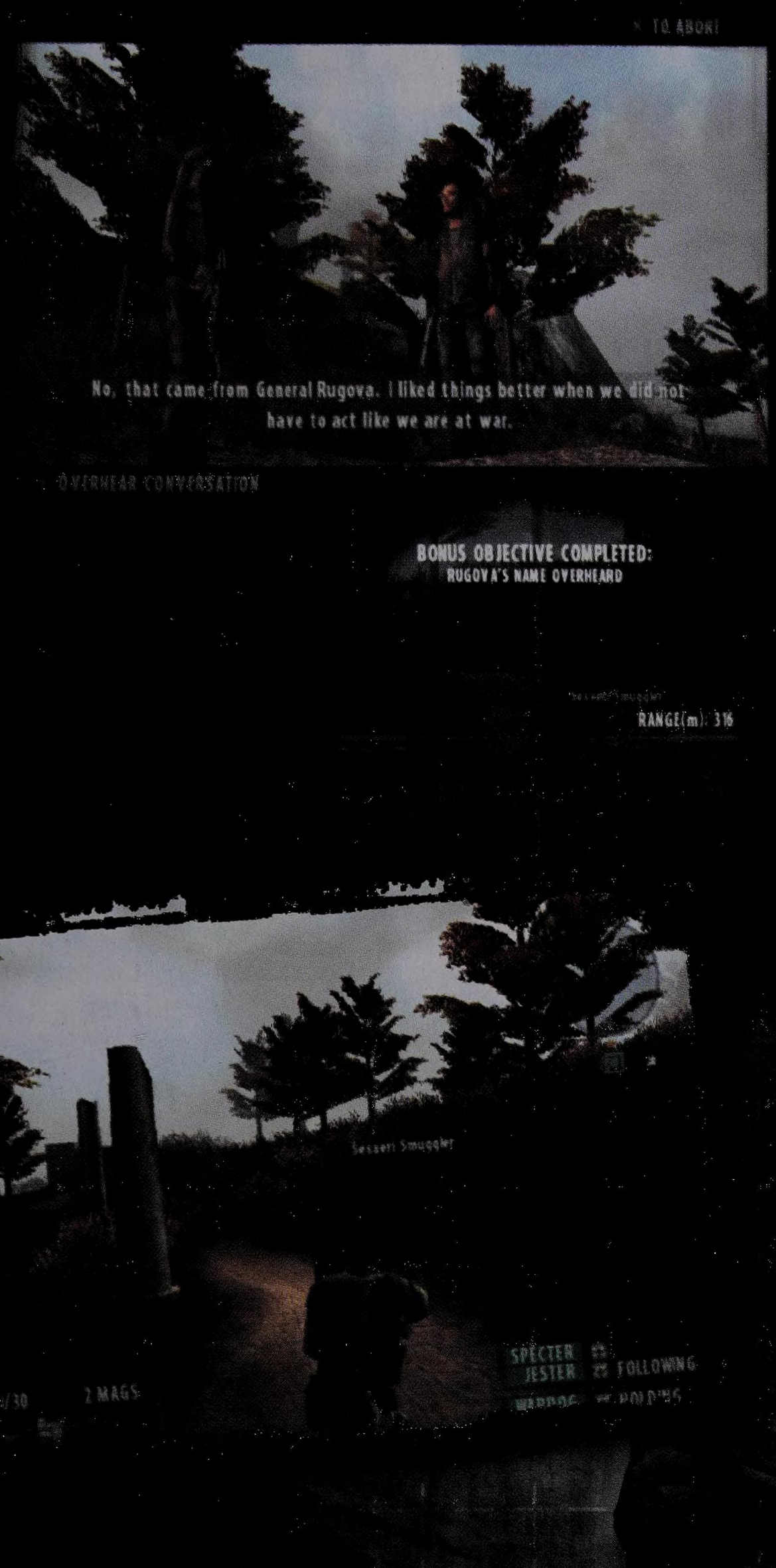
MISSION WALKTHROUGH

After deployment, the immediate goal is to move quickly to Nav point Whiskey, a nearby area where the team, if patient, can overhear a conversation between two smugglers and complete the first Hidden Objective. It is important to remember that when the mission starts, Fireteam's default orders are to "Hold Fire", meaning they will fire at the enemy only when fired upon, and to "Follow" SPECTER. At the start of the missions, Special Operations Command (SOCOM) will suggest capturing the terrorist foreman, who may be able to provide intel.

Hidden Objective #1

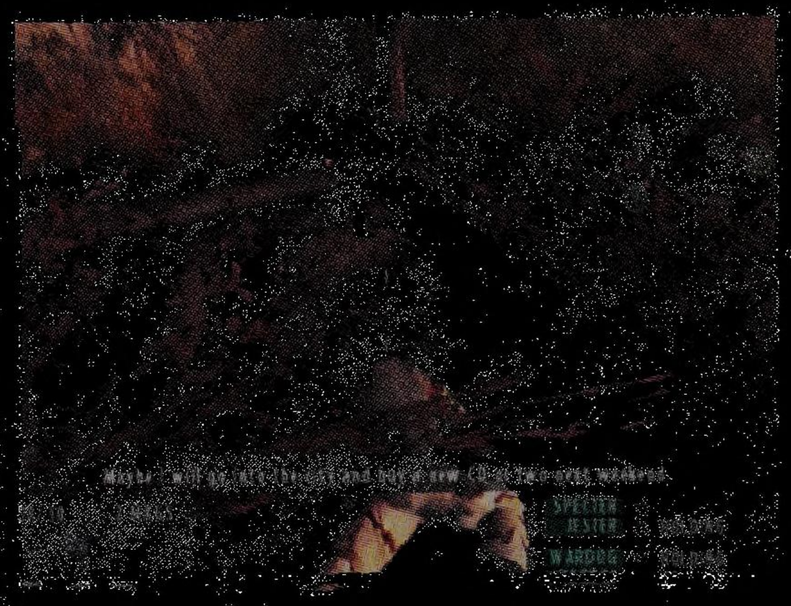
Stay off of the road, which would otherwise offer the enemy better visibility of Fireteam. There are indeed "multiple patrols" on the roadways, necessitating that the SEALs stick to cover. To start, run directly towards the trees on the left side of the road. Once reaching the trees, quickly hold down △ and dive to the prone position. The other SEALs will do likewise, seeking cover intelligently and ceasing movement. Two Sesseri smugglers will eventually walk to Nav point Whiskey and hold a conversation in a cut-scene. You can choose not to watch the cut-scene by pressing ✕, allowing SPECTER to move freely: a textual notice will flash on the screen once the objective (hearing General Rugova's name) has been achieved. This is the first of three Hidden Objectives on this level. The SEALs now know that the name of the foreman is Besnik, there is a system of checkpoints, a general named Rugova insists that the smugglers act as if they are at war, and someone has been stealing from the Sesseri Syndicate. The two smugglers will mention when they have gone far enough, and turn around and walk back towards the way they came.



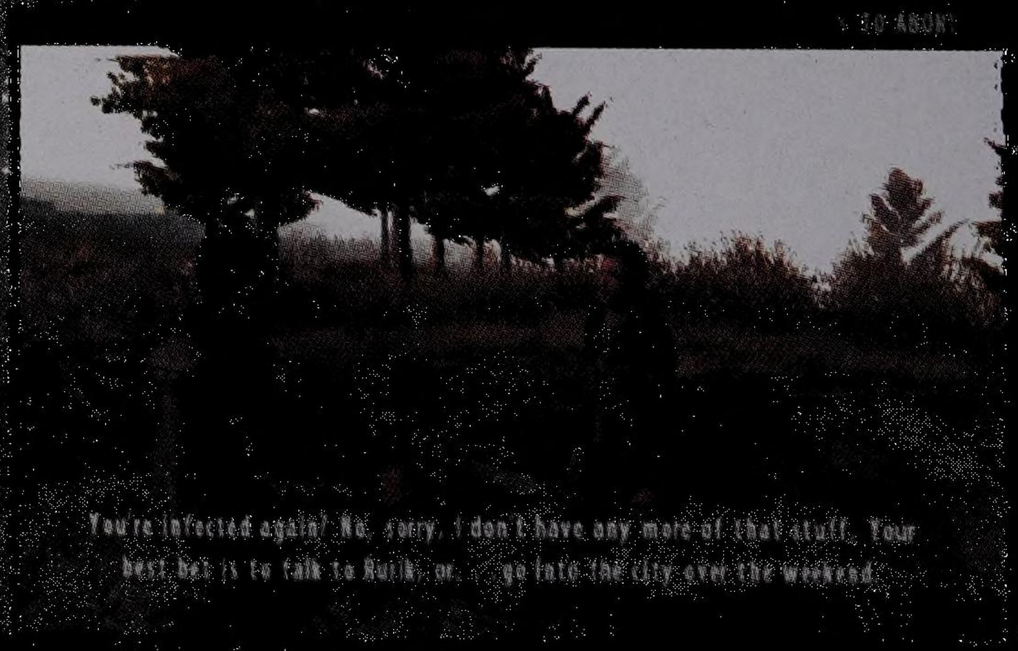


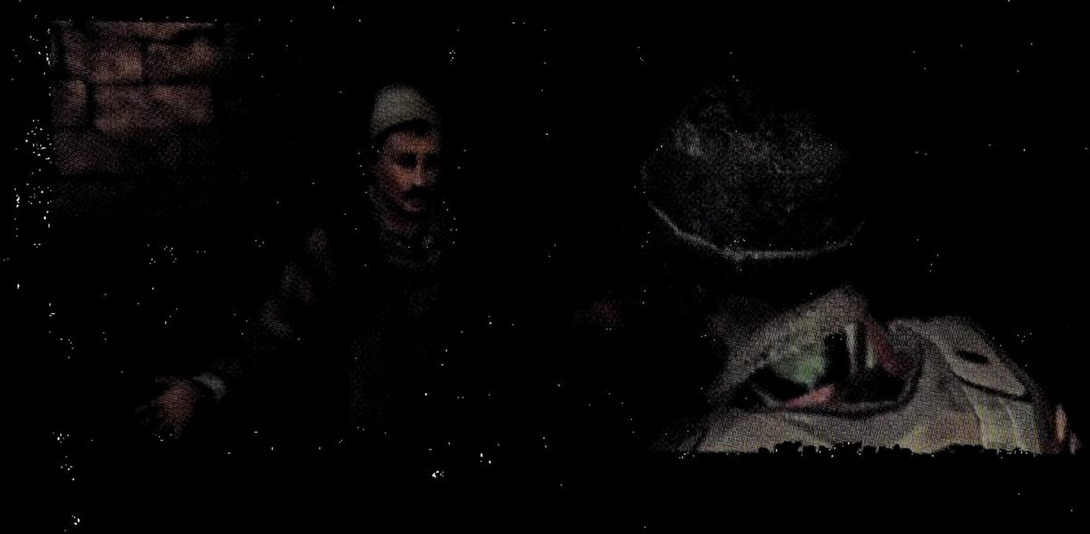
Be advised that a third smuggler will begin walking towards the road while the first two talk to each other. He will hold his position near two pillars for a limited time. To maximize the Fireteam's safety and increase their odds during an engagement, it is best to wait until the third smuggler begins to walk back up the sidewalk and leaves the first two out of sight. Then engage only the first two smugglers silently. A wise tactic is to order Fireteam to "Hold Position" at Nav point Whiskey and then watch the third guard through SPECTER's scope or binoculars. When the third turns to walk away, issuing the command "Fireteam/Fire at Will" should quickly dispose of smugglers while remaining unseen (a secondary objective) or using Flashbangs to incapacitate and then restrain them. It is unnecessary to move the bodies if the third smuggler is neutralized quickly, without getting a chance to return and see their bodies. While the third smuggler can be easily eliminated at range, he represents a good chance for a stealth kill. Perform this by commanding "Fireteam/Hold Fire" and then sneak behind him, careful not to approach too quickly and noisily. Notice the difference in the volume while approaching on different terrain and at varying speeds. He will turn back around eventually, so there is a limited window of opportunity to neutralize him stealthily. His body also need not be hidden, as no other patrols intersect his.

A fourth smuggler will be further along the road, near two tall green trees. He is not along the suggested path traced on the TACMAP. He may mention going to the city to get some CDs. Deal with him as with the others, but be careful not to move too far, as this borders on the geographical boundaries of the mission's current objectives. Warnings from SOCOM will be issued as SPECTER approaches these boundaries.



Trace the route detailed by the cut-scene. The TACMAP highlights in green a logical path to Nav point Charlie, where MALLARD the informant is located. On the way, there will be two more Sesseri smugglers, walking together leisurely along a cement walkway on a hillside. At the top of the walkway they will hold a conversation about something quite unrelated to the mission. There are two points for the Fireteam to hide out, to the left of stairs near a formation of walls (along the TACMAP path), or at the end of the cement walkway in a large cluster of bushes. Both allow Fireteam to overhear the conversation. After a long pause, one smuggler will say, "Every time I walk it's like fire," and they will soon begin to turn back. Do not engage until they turn their backs.

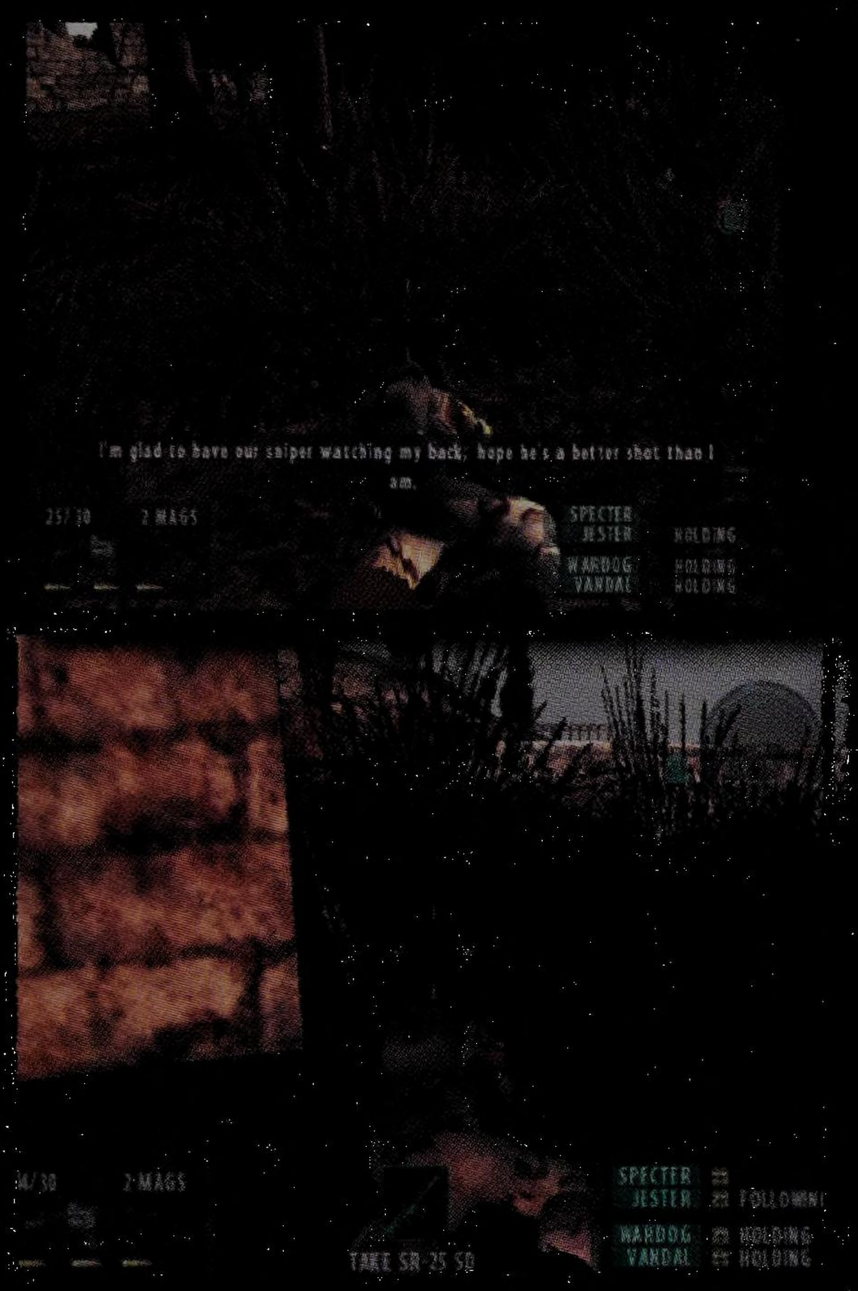




Primary Objective #1

Secondary Objective #1

Proceed towards Nav point Charlie. If SPECTER circles the basilica, he may be able to overhear MALLARD murmuring about how the team is late. Approach MALLARD and a cut-scene will begin. SPECTER learns that there are two guards patrolling the bridge, each of them equipped with a radio. Near them is a mounted machine gun in a bunker, which they will use if they are alerted and can reach it. Approximately ten men are in the village, which holds the munitions in two locations. There is a sniper on the church tower (as SPECTER suspected, according to the mission intel), who can be eliminated with the sniper rifle MALLARD stashed in the second bunker along the road. Immediately, the informant takes off, but SOCOM says it will pick him up.

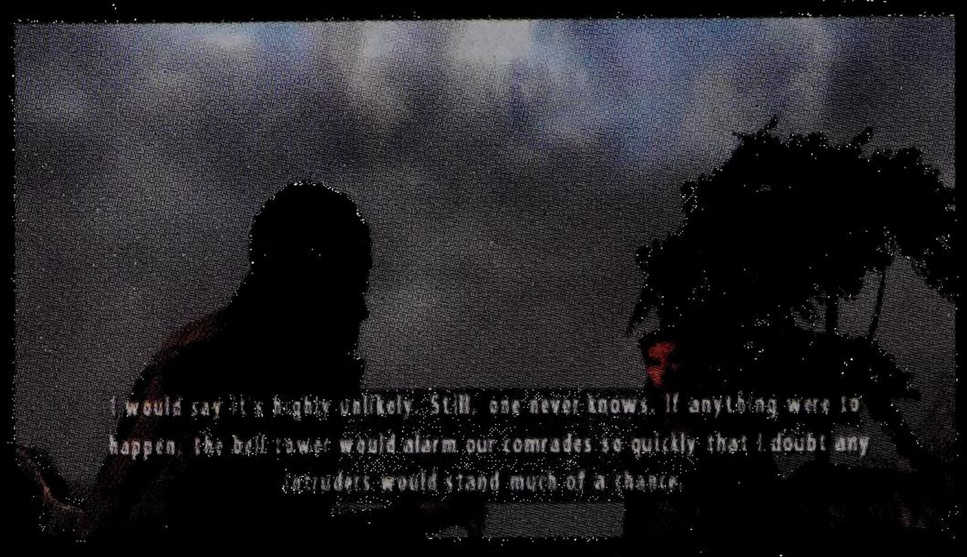


The objectives are now updated. MALLARD has marked three “hiding spots”, and they will be highlighted on the TACMAP. Although MALLARD does not offer intel on the three smugglers in the immediate vicinity, these spots may prove helpful in tracking their movements. Two smugglers will be walking along the nearby bridge, a bit separated, while a third moves around the ruins overlooking the first bridge. First, neutralize the lone smuggler by the ruins, with stealth, if possible. If he gets a shot off, one or both of the men from the bridge may engage, or one may run to warn the others across the second bridge, thereby sounding the alarm. Get close enough to the lone smuggler, and he may say to himself that he isn’t a good shot, but watching his back is a sniper. Indeed, he is referring to a sniper other than the one atop the church. At the far left corner of ruins is a silenced sniper rifle, an SR-25 SD, which may prove very useful for eliminating smugglers that appear out of range with a non-scoped weapon. Next to it and scattered along the ruins is ammo. Dispatch the other two guards, keeping in mind that, if they get a shot off, the guards and the sniper across the bridge could be alerted. In this and other similar situations, one tactic to silently neutralizing a pair of moving guards is to first target the one walking in back, so the first does not see the results immediately.

The TACMAP suggests proceeding along the river and under the large arch of the bridge. However, again, there is a sniper on an encampment above the two guards at the end of the large bridge, and he has a high-powered scope. Luckily, there is a layer of fog (its thickness varies, offering the enemy either more or less visibility) partially clouding their view. Before proceeding, SPECTER has the strategic option of neutralizing the sniper, with minimal shots, without alerting the two guards below him. Tell Bravo to “Hold Position” in the dark under the bridge, so there is less of a procession for the Sesseri to see. One way to ensure the best shot is to go with JESTER and get up on the large bridge, immediately crawling along the inside left wall out of the sniper’s sight. This allows SPECTER to get closer and then take the shot without being detected. The shot can also be taken from further back, but be careful of the guard on the left, because he can see areas at the other end of the bridge. SPECTER may also want to perform a stealth kill on the sniper later, but this will be a challenge.

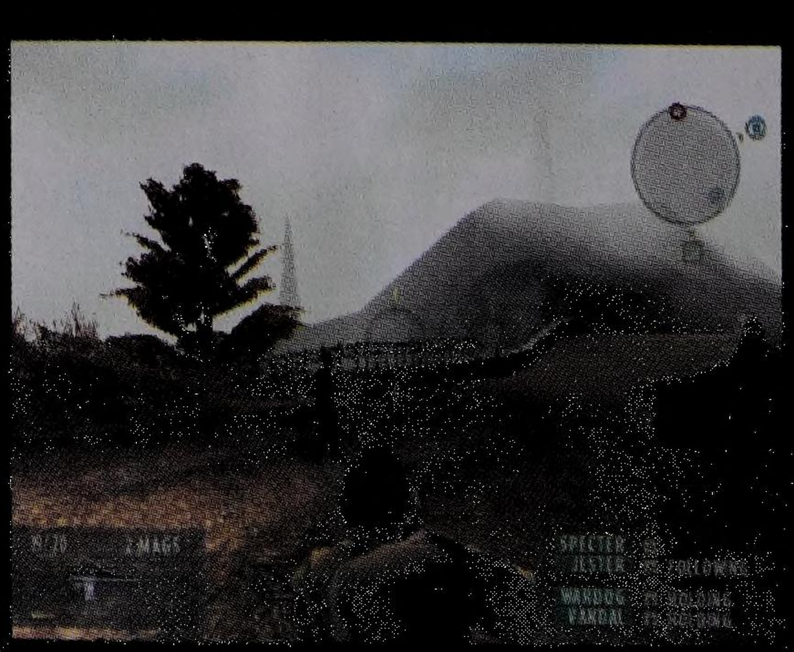
To proceed, whether or not the sniper has been taken out, SPECTER should consider issuing the "Bravo/Hold Position" command, again so the Sesseri have less of a chance of being alerted. Bravo Element can rendezvous later. If the Sesseri have been alerted, one of the guards at the end of the bridge will move between positions on the road and in the bunker (where there is a mounted turret). If not, he will stay on the road. Following the path on the TACMAP, SPECTER and JESTER should stealthily move behind the rocks lining the right side of the river and quietly wade through the water until moving under the bridge. A conversation ensues, after which one of the guards may patrol a route towards the first bunker.

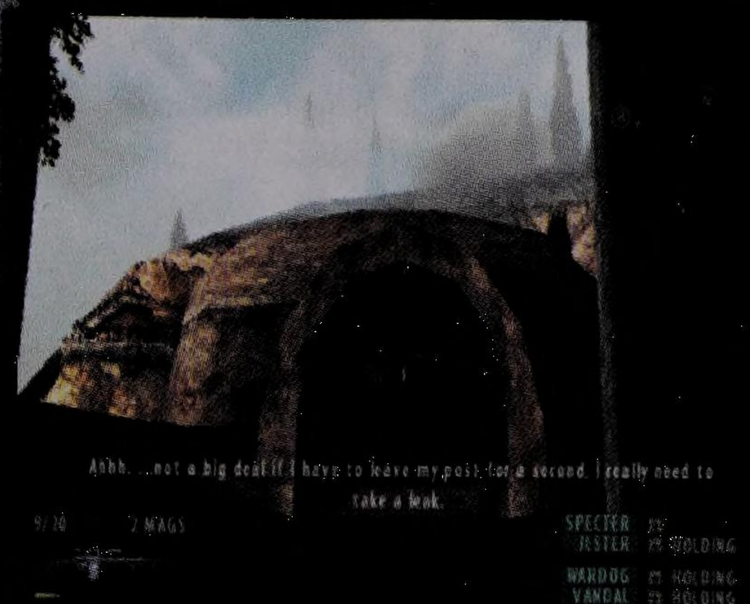
SPECTER and JESTER can bypass this entire section of the mission by simply crossing the river by the waterfalls and proceeding up the hill towards the second bunker. Neglecting to neutralize the two bridge guards and the first sniper will make it very difficult for WARDOG and VANDAL to cross the river without being detected.



Do not engage the bridge guards before the sniper is downed, since the sniper has a direct view of them from above. To eliminate the sniper (if SPECTER hasn't already) with stealth, carefully go to the second bunker and go up a hill to the right of the tunnel entrance. Be advised that there is a smuggler in the second bunker and another patrolling the road nearby. After reaching a big green tree, approach stealthily by crawling, making sure JESTER is doing the same. From there, sneak behind the sniper and eliminate him. You will notice that his gun, the M82A 1A, has two levels of zoom and greater range than the SR-25 SD. However, it is not silenced and this makes it a risk of alerting the Sesseri, who will set off the alarm.

If you have chosen to stealth kill the sniper, you may consider sniping both the bridge guards (when they are separated during one guard's route to the bunker) from the elevated position. But if not, approach them through the centrally located tunnel portion leading to the bunker. A stealth kill on the patrolling bridge guard when he's near the turret is feasible. He can also be neutralized while inside or near the bunker by a silenced shot from within the tunnels. The second guard normally faces the bridge, so it is possible to quickly move behind him for a stealth kill or, more simply, eliminate him at range. Check for the guard down the road before hiding any bodies.

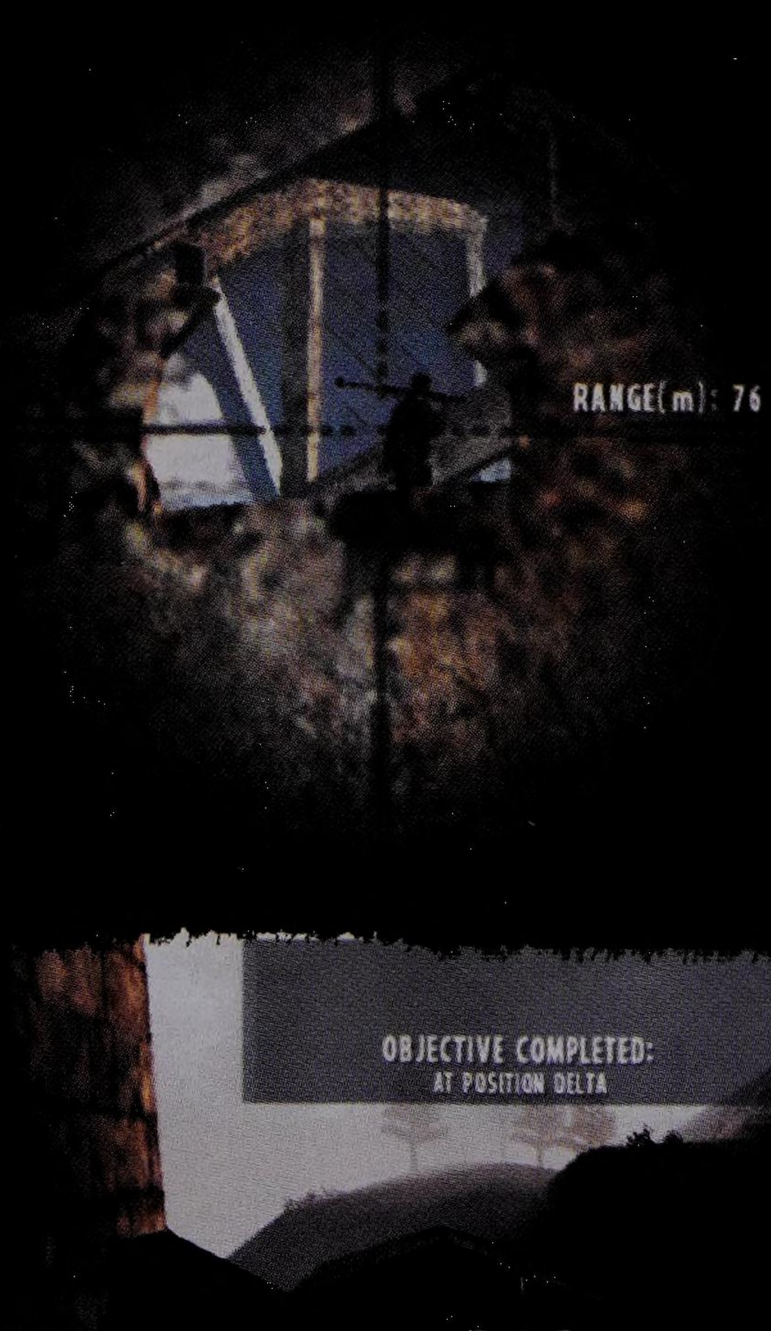




Again, there is a guard patrolling the road and another in the second bunker, where MALLARD's sniper rifle is located. The best way to move within a close distance to them is through the tunnel system, which will bring SPECTER just outside the second bunker. Approach quietly, and the smuggler within the bunker will talk about relieving himself… Inside the bunker is more ammo and another SR-25 SD silenced sniper rifle. The other guard will be pacing along the road to the left and can be dealt with through stealth or at range.

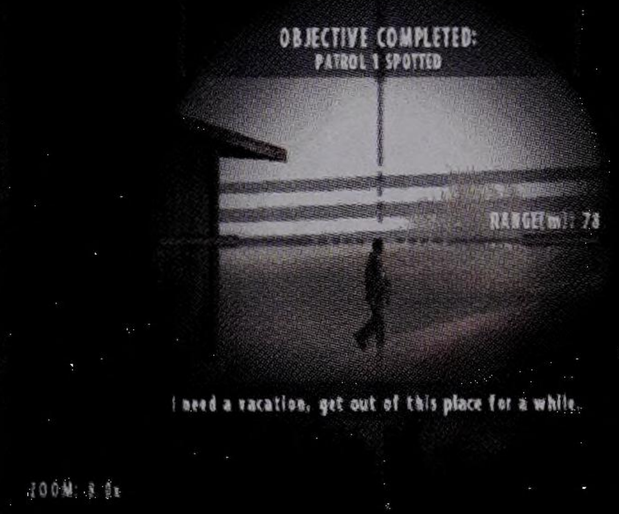
Primary Objective #2

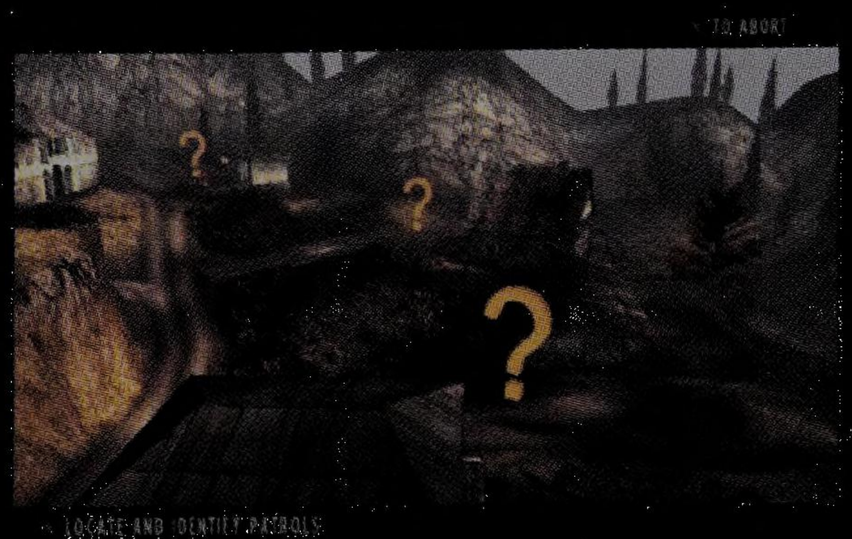
Now the most immediate threat to SPECTER's stealthy approach to Nav point Delta (a secondary objective) becomes the sniper on the church tower. The sniper is armed with the same powerful rifle as the bridge sniper (the M82A 1A) and can be eliminated before Able Team can proceed. However, fortunately, if not alerted, he will have his back to the road. However, unfortunately, a smuggler manning the nearby alarm has a regular route in which he leaves the bell tower, and he will sound the alarm if and when he sees the nearby sniper downed. For this and other reasons—namely that sniping him precludes the chance of overhearing a conversation—it is best not to eliminate the sniper now. If he is to be neutralized from afar (which is not advised when he hasn't been alerted), it must be with one shot, so make sure SPECTER is prone and relaxed when he takes it. Having to fire several shots gives the sniper time to alert the nearby smuggler manning the alarm. If the alarm is sounded, the Sesseri smuggler manning the bell will then mount the turret on the upper left of the church. Also, a large group of Sesseri will come charging down the road from the village. Still, if SPECTER wants to eliminate a large portion of the village forces in one fell swoop, alerting them and engaging them from points along the road has its advantages: the enemy will stream along the road from long to mid range in single file. If Bravo Team has been ordered to regroup, Fireteam's weapons have a good chance of having greater range than the Sesseri's, and all four SEALs can concentrate fire on a single enemy as he comes into range. Whether or not the Sesseri are alerted, advancing Bravo Team to a more strategic position (or having them regroup) is a good idea at this time. SPECTER can order Bravo to "Run To Delta" or use several other options.



Secondary Objective #2 - #7

At Nav point Delta, SOCOM will describe the secondary recon objectives. Proceed to complete these objectives, the first of which can be performed right from the top of the stairs at Nav point Delta. A silver star on the TACMAP will indicate the position of the Sesseri smuggler that SPECTER must scout with either his scope or binoculars to complete the first of these secondary recon objectives.

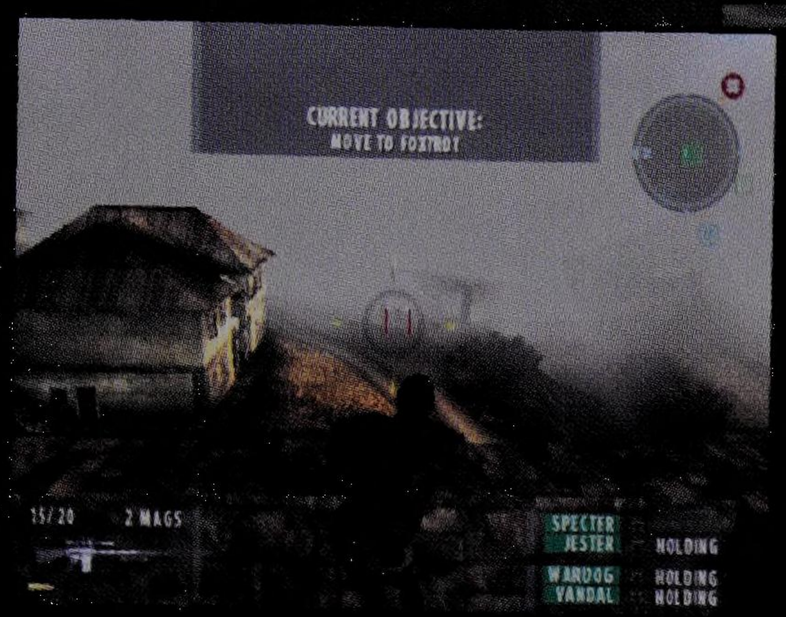




The next secondary objective is moving to the far left corner of the church on the upper terrace, near the tower. See that Nav point Echo is located on the TACMAP. At this point, the player must resolve whether or not to eliminate a guard patrolling the lower floors of the church, who may mention how he needs a vacation. Moving into the room next to Nav point Delta and then up the stairs on the left should put SPECTER in the midst of this patrolling smuggler. There are opportunities for stealth kills as he makes his rounds, but SPECTER and JESTER can bypass this guard for the time being by climbing the wall, moving silently along the outer rim of the church, and then going up the outer stairs towards the mounted turret (the route the TACMAP suggests). However, the patrol route of the guard on the lower level eventually brings him near the base of the stairs, which, depending on timing, might let him see Able Team.

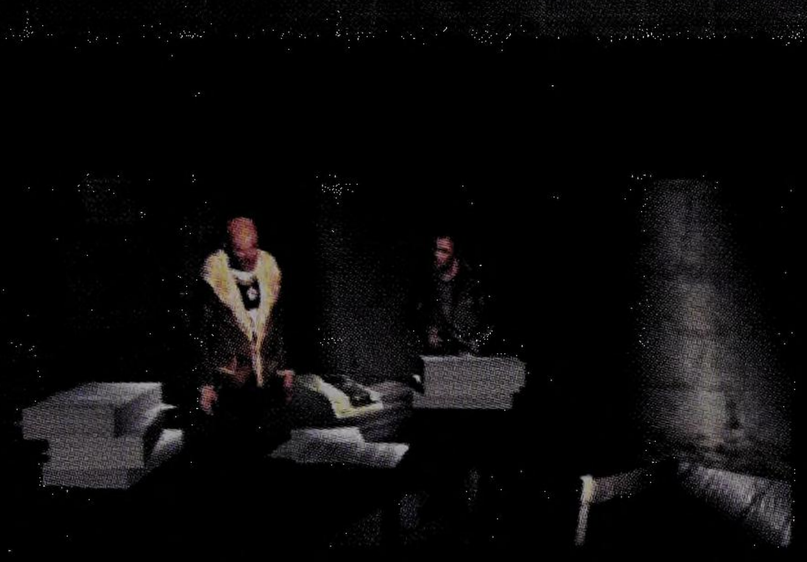
If Able Team can approach the church without neutralizing the second sniper, they will be privy to learn that the Sesseri Syndicate was involved in the needless slaying of some journalists in Tirana, that their rulers are quite ruthless, and that these two smugglers may not wholly approve of senseless violence. Their pay is good, however… Nav point Echo is atop the church in a position within the direct view of the smuggler manning the bell tower alarm. He must obviously be either eliminated or restrained for this secondary objective to be completed (the sniper should be neutralized first, because he has a better field of view). The optimal solution is to incapacitate the smuggler with a Flashbang and then restrain him. However, if this smuggler sounds the alarm, then the rest of the secondary objectives are compromised. If and when he is dealt with (along with the man patrolling downstairs), the alarm is no longer a factor, perhaps reducing the risk factor during the rest of the mission.

Use the TACMAP to help find the second patrol route, and view it either with a scope or binoculars. The third recon position, Foxtrot, is on the top floor of the church, close to the second position. Use the TACMAP to locate and recon the third patrol route, completing the third of three secondary recon objectives. The idea behind these patrols, of course, is to familiarize SPECTER with the smugglers guarding the weapons caches, so that he can reach them knowing full well where the enemy is.



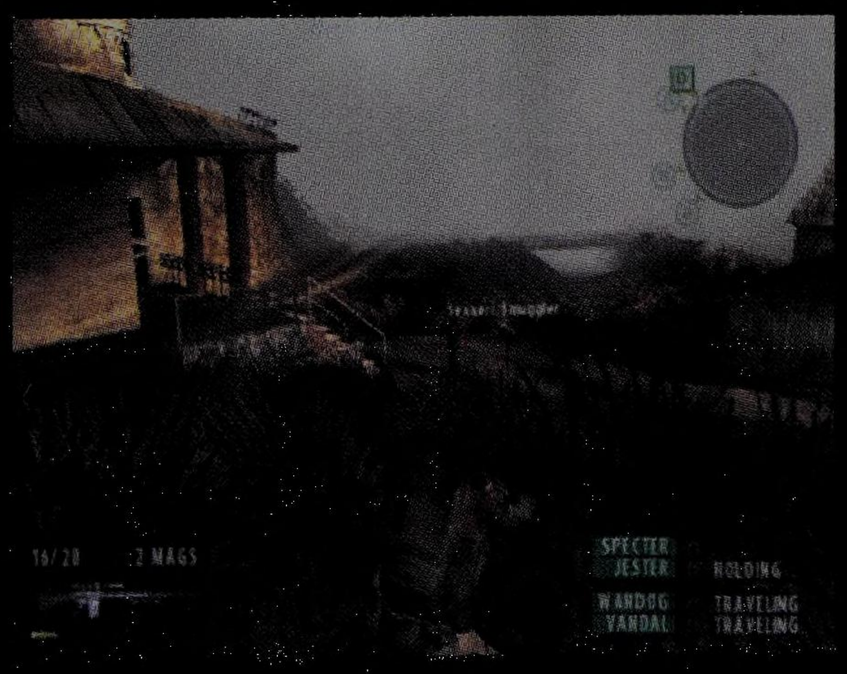
Primary Objective #3

The attention now shifts back to completing a third primary objective, the demolition of contraband in two locations. These are designated Nav points Romeo (a gas station) and Juliet (a two-story barn). This may be a good time to advance Bravo Team to Nav point Delta, or other Nav points at the church, or have them regroup with Able Team.



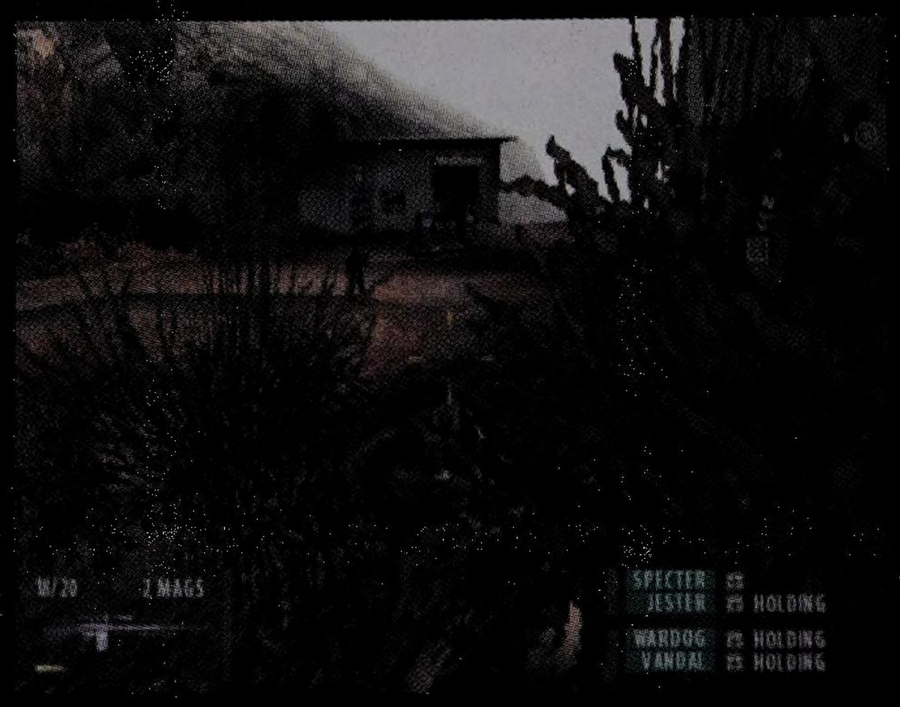
Hidden Objective #2

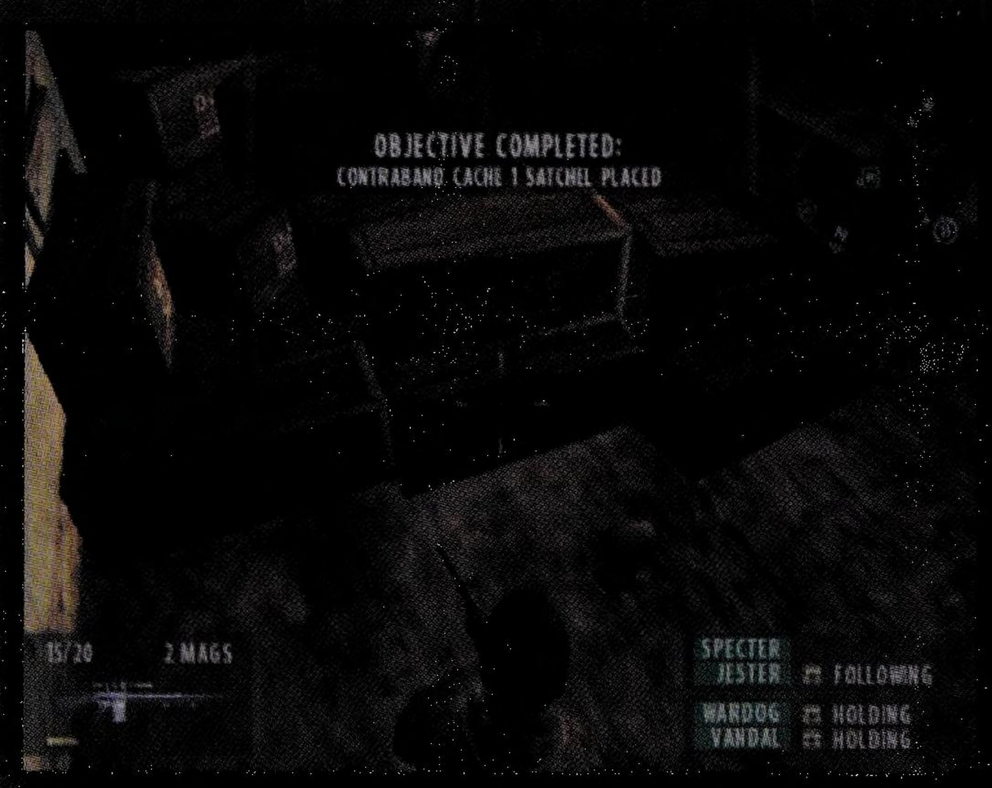
Notice the route highlighted in green on the TACMAP: this path takes SPECTER toward the main complex in the far left of the village. This is where Foreman Besnik can be found and hopefully restrained, another secondary objective that should be finished either before or after the demolition of the contraband (doing it after is recommended, because his capture is likely to involve a firefight that would otherwise draw more smugglers to the scene). Approach the building stealthily, careful not to alert patrols on routes near other buildings in the village. The car that Foreman Besnik was riding in is parked behind the main building on the road. Skulking along the walls of the building, SPECTER will be able to learn the following information: Pius Platz has hired Belgians, who apparently insist that they are better than the Albanians; the men had better pick up the pace, or they will fall behind schedule and Besnik will have to "motivate" them; and more assault rifles need to be ordered from someone named Victor. In fact, if SPECTER can approach the room where Foreman Besnik is located without alerting the Sesseri Syndicate, he will be privy to a conversation between Besnik and Pius Platz and information about a shipment of weapons that are being delivered at 11:30 p.m. at the Shkoder factory. It doesn't look particularly good for two Sesseri smugglers, Dashmir and Nusret. This is the second hidden objective.



However, it should be noted that a very different route, one not suggested by the TACMAP, can be equally effective. This route is to go back behind the church, across the road and behind the buildings along the right fork in the road. It is effective because the main entrance to the barn (Nav point Juliet) faces the direction from which the TACMAP suggests to approach. Initially, SPECTER may have to neutralize two guards: the guard SPECTER spotted during the recon patrol #1 from Nav point Delta, and a guard stationed at the doorway to a boarded house.

Along the TACMAP path, the smuggler guarding the gas station, or Nav point Romeo, has a route that takes him somewhat behind the main building, out of sight of the other guards. SPECTER watched his movements in patrol recon #2 from Nav point Echo. It is wise to eliminate him at this point in his route, hiding the body soon after. But be very careful to neutralize him as far from the village as possible; this route is in the view of a Sesseri guard in a diamond-shaped window on the second floor of the barn, or Nav point Juliet. There was a picture of him in the mission intel.



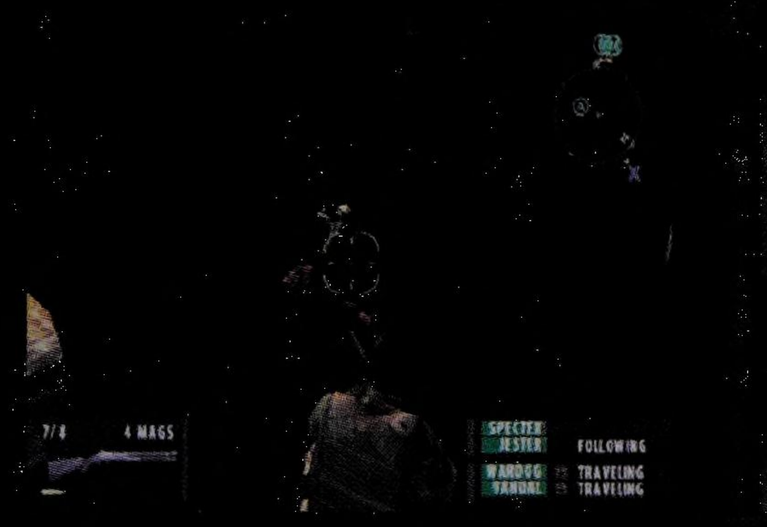


Before the first satchel can be placed, it is imperative to neutralize this Sesseri smuggler on the second floor of Nav point Juliet. Perform this at range, so as not to enter his field of view. Go prone and wait for SPECTER to settle his aim. Proceed carefully to Nav point Romeo to place a satchel (each member of Fireteam has one in this mission) at Nav point Romeo, in a place where the Satchel Icon is illuminated. To have JESTER deploy his satchel at Nav point Romeo, for instance, point SPECTER's crosshairs at the contraband and order "Able/Deploy/Satchel".

The TACMAP suggests taking a route going under the bridge to get to Nav point Juliet. This is a difficult maneuver because it requires the careful monitoring of two separate patrols on either ends of the bridge. Coming from Nav point Romeo, the patrol on the left, previously the subject of patrol recon #3 from Nav point Foxtrot, will originate inside the entrance of the barn and come to the bridge. On the right is a guard with a shorter patrol, and he paces along the right half, facing different directions.

Go around to the back of the barn, which is lined by a wooden fence. Before engaging those inside Nav point Juliet, know that there is another smuggler towards the church who will approach the firefight and engage only if he hears shots fired. If the man upstairs is neutralized, there are two smugglers along the other side of the barn, one by the door in the back and one crouched near the front entrance (in addition to the one who is patrolling the area between the entrance and the bridge). If possible, first target the smuggler in the rear of the barn, using a silenced pistol or rifle, and then move to engage the guard near the main entrance. Use both windows to get different angles for the shots, or SPECTER can play it risky and try to enter the barn and neutralize one or both by stealth. Place a second satchel on the weapons cache at Juliet. The recommended location inside will be near the ladder. At this point, extraction becomes the final primary goal. However, there remains the matter of capturing Foreman Besnik.

There are two doors that lead inside the main building, a side door leading to an unoccupied room, and a front door that leads to a staircase that leads to Foreman Besnik's room on the second floor. It is advisable to take the side door, as the room is usually empty, and there is a shotgun that is very effective for close quarters battle. It and some ammo are right next to the doorway. Take care of any problems silently, or the Foreman and another Sesseri will be laying in wait for SPECTER.



Secondary Objective #8

Move silently upstairs to find a room with an open door. The Sesseri is in view, while Besnik is behind the desk. Take care of the smuggler first, even though Besnik is bound to come out with guns blazing. Besnik, even if shooting, will hole up inside the room (usually behind the crates). Consider "banking" or ricocheting a Flashbang within the room so SPECTER can keep out of Besnik's fire. Immediately move to restrain him. Once he is restrained, point your crosshairs at him and order him to "Follow" (or do so through the command menu), and he will move at SPECTER's same pace. Capturing Foreman Besnik, as SOCOM suggests, may encourage some of the smugglers to surrender but, hopefully at this point, there won't be many around for this to matter.

Primary Objective #4

Order Bravo to move to the extraction point, if they are separated from the group at this time, and be sure that the Foreman is following. All four members (or all members currently still alive and operational) must meet at the extraction point for the mission to be concluded. The extraction point is designated Nav point Zulu and is marked on the TACMAP with a large blue X.

LEVEL 2

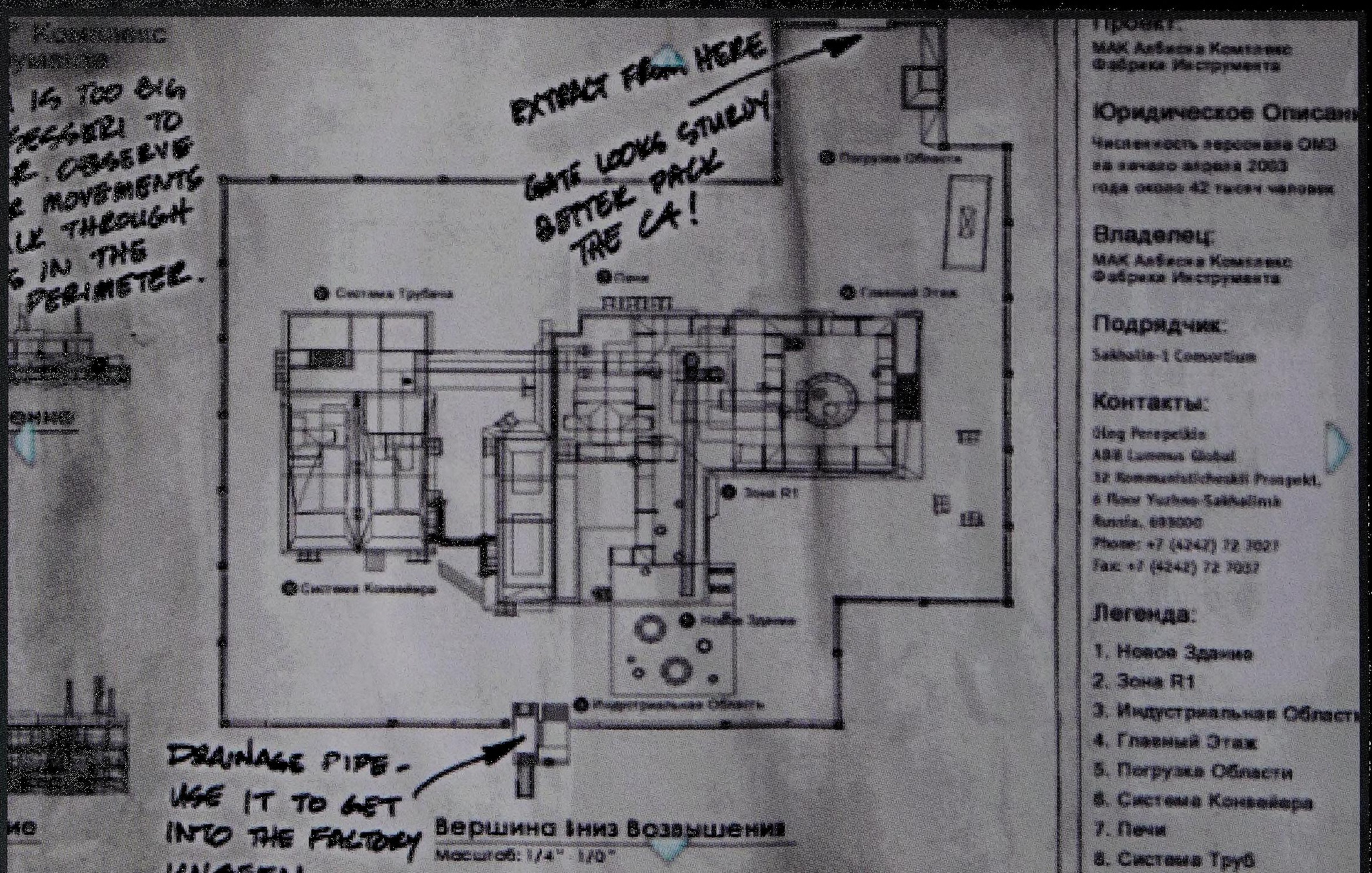
OPERATION RAPID KILL: TERMINAL TRANSACTION

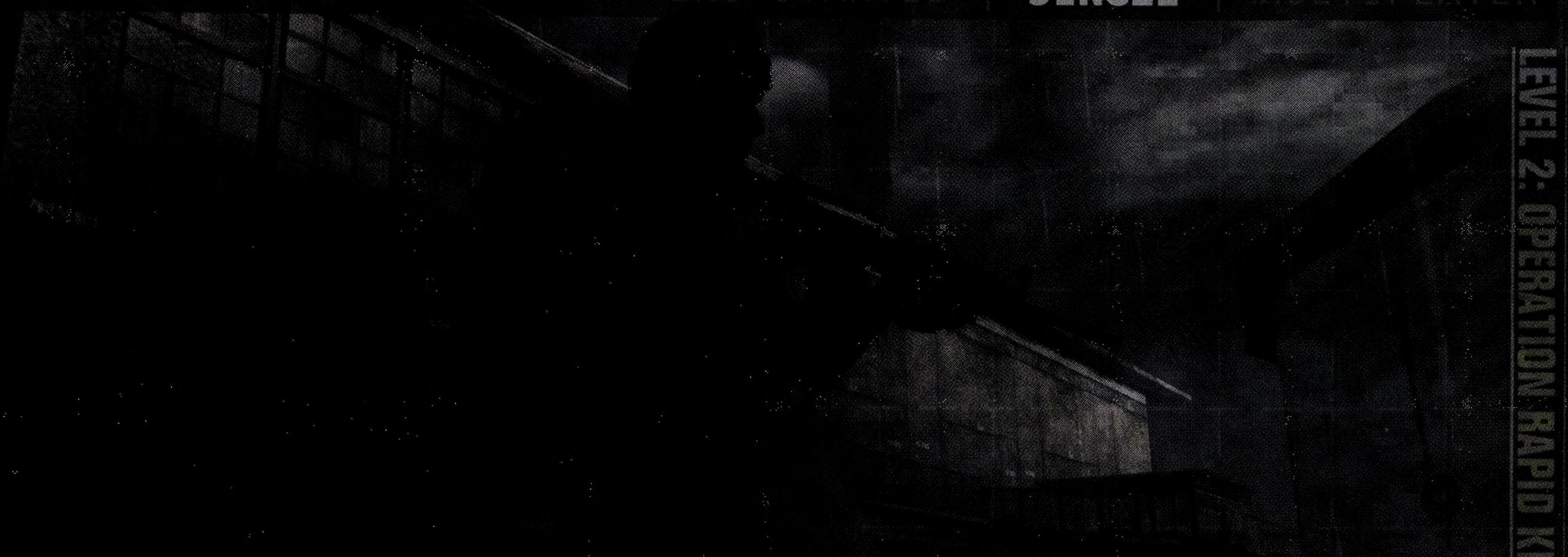
LOCATION: ABANDONED TOOLWORKS FACTORY, SCHKODER, ALBANIA
ENEMY: SESSERI SYNDICATE, GENERAL RUGOVA
OBJECTIVE: INFILTRATE AND SECURE THE TERRORIST INSTALLATION

MISSION OVERVIEW:

With the Sesseri Syndicate's weapons cache destroyed, SOCOM charges the SEALs with gathering more intel on the Sesseri organization's leadership, on which there is little or no information. This will aid in locating and neutralizing the organization. A trail of weapons has led to General Rugova, who was mentioned in the Operation Rapid Kill: Seeding Chaos. Rugova is Russian ex-militia and is said to be inseparable from his shotgun. SPECTER notes that if he can't be taken alive, he should be eliminated from a distance. As a diplomatic gesture, two members of the British SAS, call signs SABRE and REAVER, are substituting for the Bravo Element, WARDOG and VANDAL. The team will infiltrate an abandoned Cold War-era tool factory in the industrial city of Schkoder, where the arrival of Fireteam is anticipated. The team must neutralize all the forces at the installation. On the whole this is a shorter mission than Operation Rapid Kill: Seeding Chaos, but it is likely to have more firefights.

It is raining heavily, but the visibility is still fairly good. Essentially, the installation is divided in two sections separated by a long drainage pipe. The first section pits the Fireteam against six guards, who are relatively scattered and therefore more vulnerable to Fireteams attacks in numbers. This, suggests SPECTER, also enables Fireteam to slip between their patrols. Crossing into the second portion of the installation, a central strategy is eliminating the forces outside first, so as to negate the possibility of them encroaching from behind as the team advances indoors, engages in firefights, and then, ideally, tries to extract General Rugova. As SPECTER will suggest, the team is not running against the clock, and it will be wise to take their time. Since the syndicate is aware that the SEALs are conducting operations, surprise is not a tactic. However, stealth will help maintain the safety of the team and it is always an effective weapon against guards on patrol routes, regardless of their firepower. SPECTER has noted that the informant, "MALLARD," was not located when he fled in the previous mission.





Primary Objectives:

1. Locate Guard Post: This is a very simple primary objective, as it lies straight ahead when the mission starts.

2. Infiltrate Complex: This should be done once most or all the guards outside are neutralized, eliminating the possibility that they might act as reinforcements.

3. Secure Factory Complex: Most of the Sesseri inside and outside the factory complex must be neutralized to complete this goal. A text message will appear when it has been completed

4. Gather Intel: There are three items—a digital camera, contact list and training film—that must be located inside the factory. Their locations are noted on the TACMAP.

5. Move to Extraction: The extraction point is at the far end of the industrial installation. However, extraction is contingent on the elimination of most of the forces in the area and the gathering of intel. SPECTER must plant C4 on the gate to create an escape route for extraction

Secondary Objective:

1. Secure Guard Post: Ideally, this should be done quietly, without the enemy firing or alerting other Sesseri of the team's presence.

Hidden Objectives:

1. Capture General Rugova: General Rugova, mentioned in the previous level, moves around the main building on the plant, but his final destination is usually in the second floor headquarters, accessible only by a network of catwalks. He is difficult to restrain because of his aggressive use of a shotgun. The reward is that Sesseri smugglers will be less aggressive and more likely to surrender in mission three.

2. Capture Weapons Shipment: The shipment arrives at the loading dock outside the large building, near the extraction point. This is possible only if SPECTER overheard the delivery time outside Foreman Besnik's office in the previous mission. Also, General Rugova must be present. The reward is that certain weapons will be unavailable to a future group of terrorists (the Sesseri are arms dealers) in levels eleven and twelve.

STRATEGY

This mission has the team going in heavily armed, in anticipation of several firefights. But just because the Sesseri know you're out there somewhere doesn't mean there aren't advantages in silence. The HK 5 SD, for instance, is a good choice for indoor, close quarters battle because of its high fire rate. However, there is a choice of seven different guns. Though the final portion of the level has some close quarters engagements, the lion's share of the mission's enemies are located outside, somewhat separated from each other. This makes the M4A1 SD assault rifle, or even better, the SR-25 RD sniper rifle (JESTER's default primary weapon), good choices for SPECTER because of their range. The SR-25 RD also has an optional thermal scope, which may prove very useful in distinguishing the enemy given the grayish concrete surroundings. The M4A1 SD or the default HK5 SD are probably the best choices for the rest of the team. Either of the silenced pistols will work well. Each member of the team will have ample room for grenades and extra ammo. Be sure that Able Team has some Flashbangs. SPECTER must carry C4 to make extraction possible; he will use it to explode a sturdy gate northwest of the factory compound.

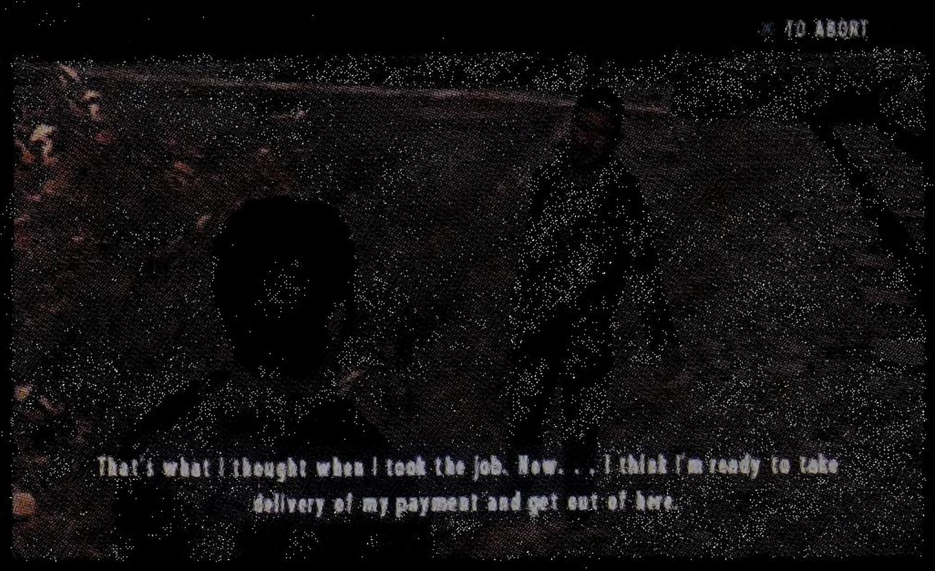
MISSION WALKTHROUGH

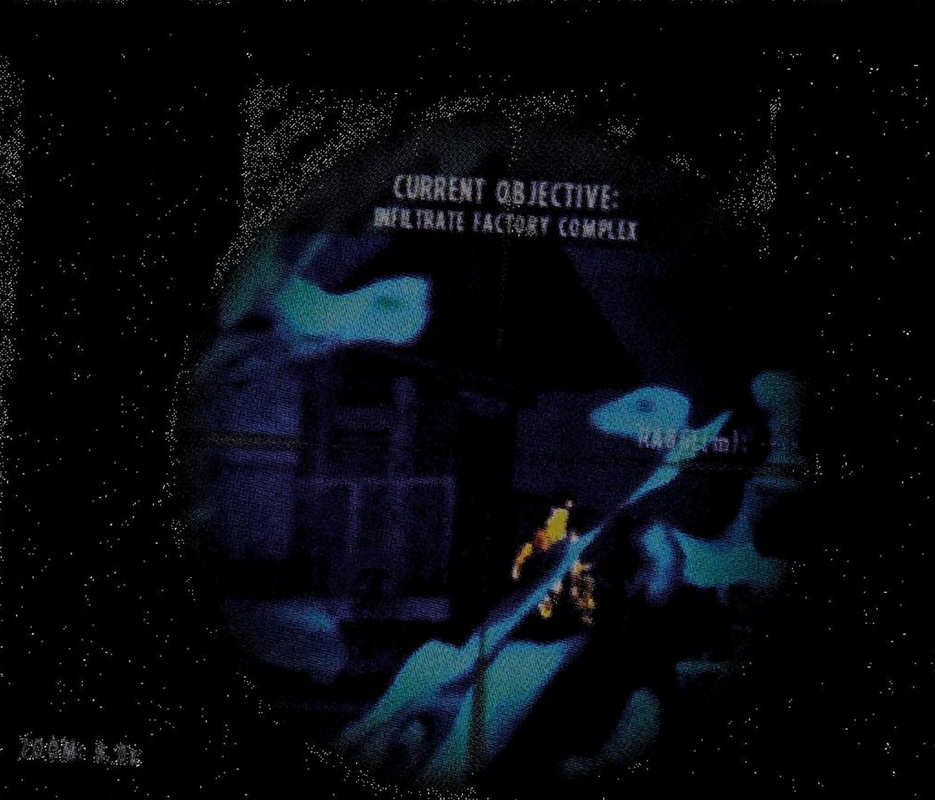
Primary Objective #1

Secondary Objective #1

At the start of the level, with the primary objective of locating the guard post, there is seemingly only one path straight ahead between the parallel train tracks. However, at several locations in the first portion of the level, there are train cars with open doors through which SPECTER and the team can move. Proceed either straight ahead or through the train car and locate the guard post, designated waypoint Charlie. Take a moment to get a sense of the first-person night vision view and the time that it takes to adjust. Also try out the thermal scope, if SPECTER has it equipped.

Though the next primary goal is to infiltrate the complex, and the guard post can be bypassed with a route going through various train cars, Fireteam can silently neutralize the three Sesseri at the guard post as a secondary objective. A conversation reveals that the Sesseri's pay is good, and that is the reason they are there. The two holding the conversation are at the end of a string of train cars on the left, and they will break left and right, slowly, moving towards the guard post. Going through the train car puts JESTER in an ideal position to deploy a Flashbang between the two smugglers as they speak. Neutralizing them by stealth, immediately at least, requires awareness of the guard walking alone on the second floor. He paces back and forth independently and may enter the room, but he can be eliminated at range, or SPECTER can sneak up the stairs behind the building for a stealth kill. However, keep in mind that if he is sniped and his gun falls over the railing and onto the ground, there is a danger that the other two will see it and be alerted. There is nothing of interest inside the rooms on the first or second floors.



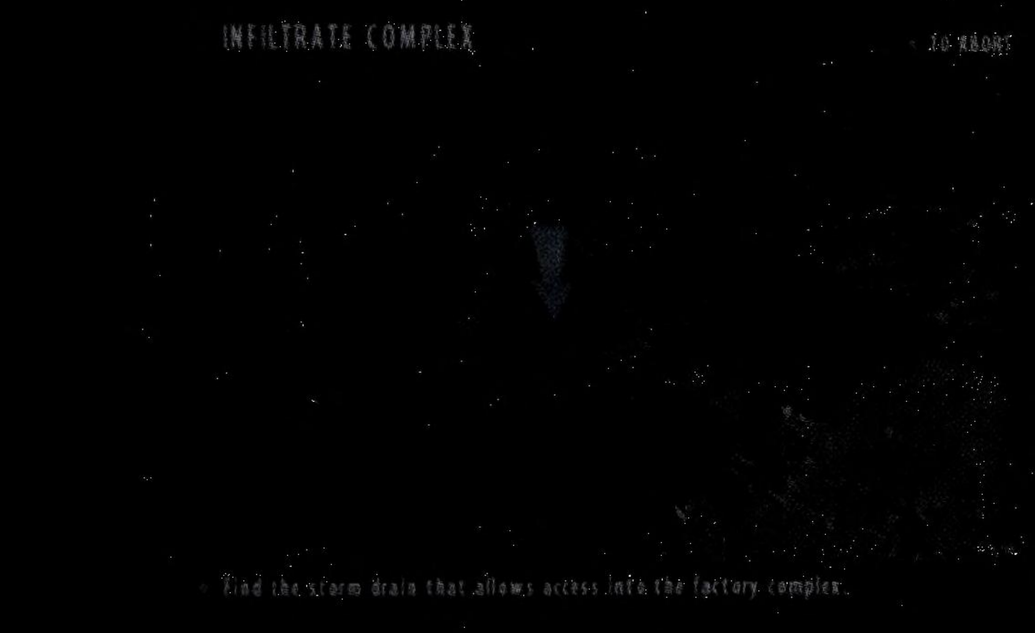


Just around the wall, behind another few train cars, is a fourth guard standing by himself in some tall brush. SPECTER can sneak up on him by crawling alongside the train and coming from behind him, or even shoot him from under the train car when his patrol route nears that area.

Taking the first left through the open red train car when the level starts would put SPECTER in the midst of the fifth and sixth guards. He can also go around the centrally located cars or through them (all red-colored cars). One is on a platform, while the other, who murmurs about how the country sucks, paces around the junkyard. Both can be neutralized at range or by stealth.

Primary Objective #2

SPECTER can now proceed to infiltrate the complex, the next primary objective. To do this, the team must go through a storm drain located at waypoint Delta on the TACMAP. When SPECTER emerges from the drainpipe, a cut-scene begins showing General Rugova sneaking up behind a smuggler and giving him a harsh warning about how he will not see the enemy coming. The scene took place to the immediate left of the staircase leading away from the drainpipe, and the sullen smuggler exits to his left.

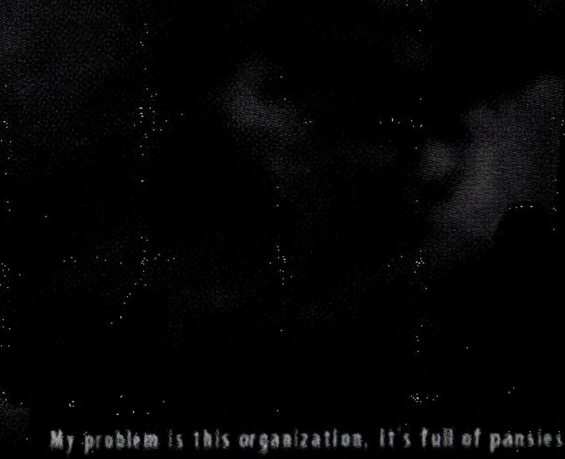


SPECTER will immediately find a sniper pacing on a perch two stories up. In this case, notice the advantages afforded SPECTER by the thermal scope, which later may be useful in targeting enemies in rooms through windows. Near him is the entrance to the room where General Rugova can eventually be located, and it will not serve to have the sniper present while the team tries to restrain the boss. There is also a second sniper walking along a catwalk on the side of the building, one story up. He is a little hungry. Both are equipped with SASR rifles. Eliminate them both at range.

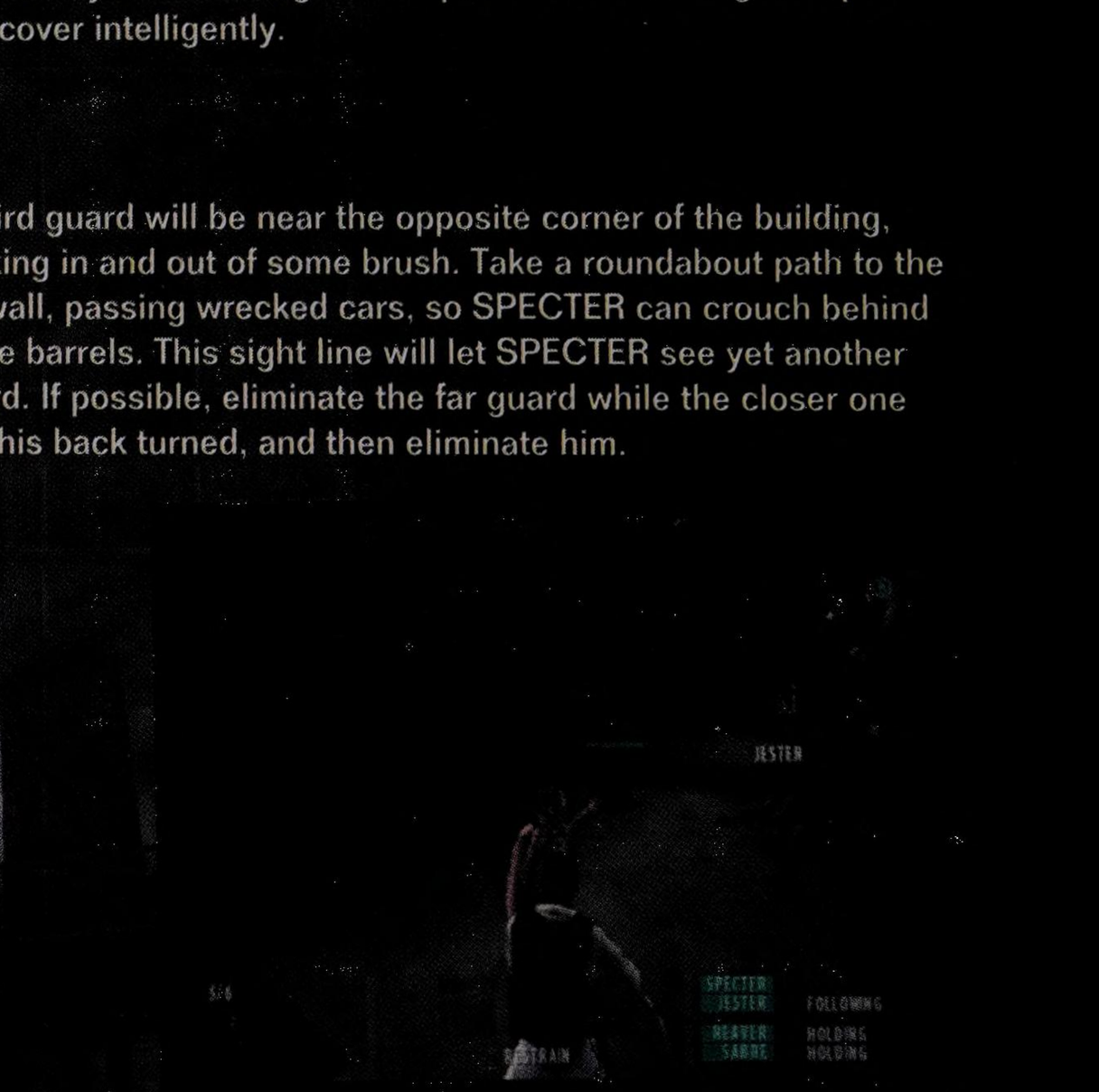
After the events of the cut-scene, General Rugova will move to the main gate of the factory complex, which is located on the west side of the northern factory building, facing the extraction point. He will eventually leave for his second-story hideout. His route there will hug the inside of the west wall until he heads towards the eastern side of the factory to climb a ladder and then use scaffolding to arrive at his hideout.

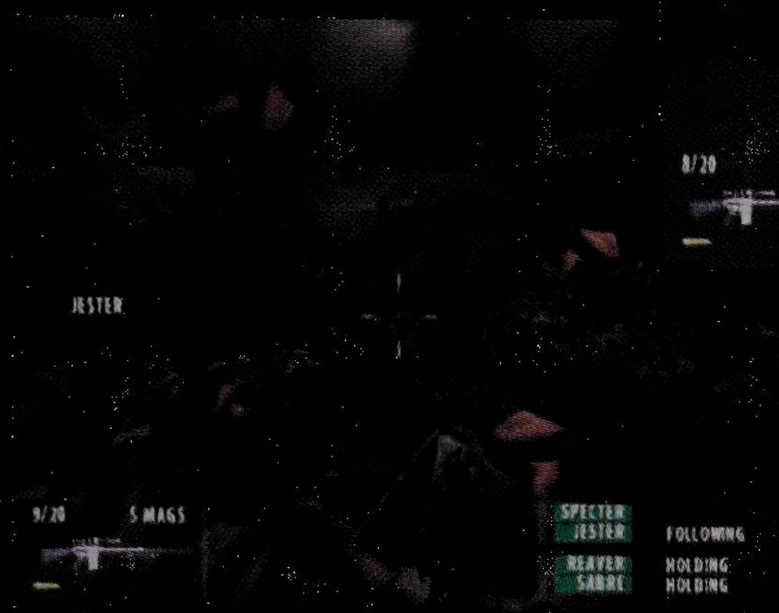
Hidden Objective #2

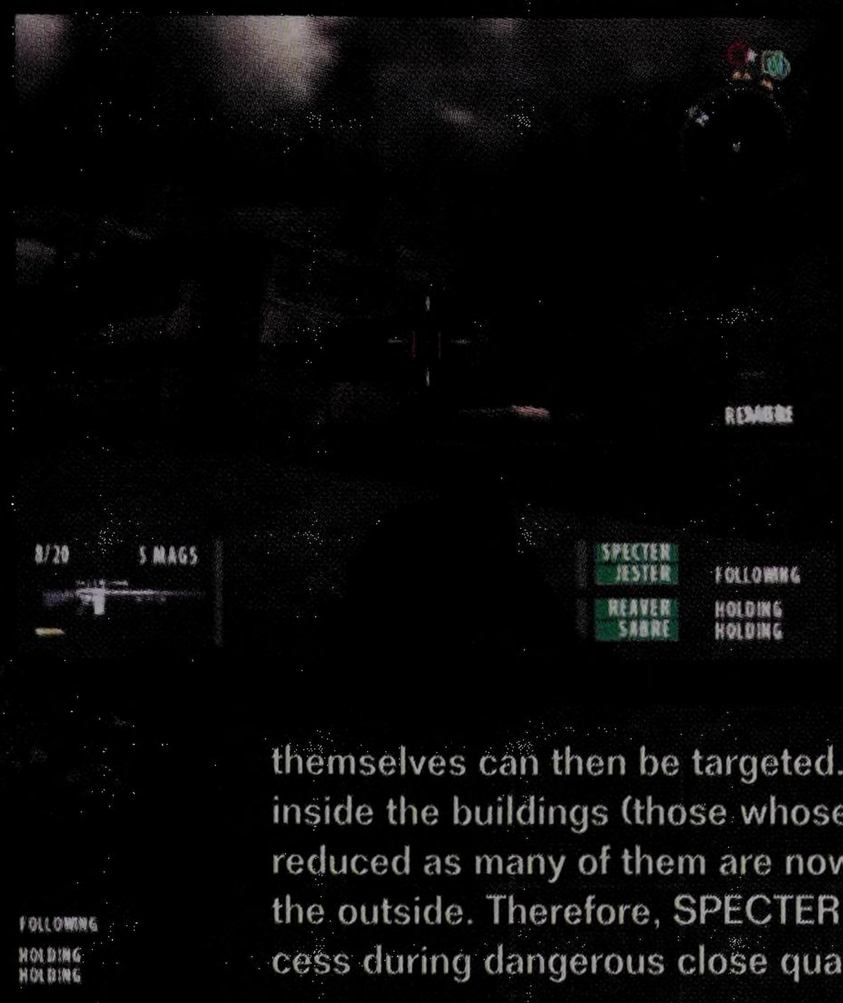
The TACMAP does not offer a preferred route for securing the building. Again, it is advisable to neutralize all enemies outside the factory complex first. Circling clockwise is perhaps the best option, as it gives the team the better angles on the most guards. However, for the sake of timing, if SPECTER is unable to reach the loading dock—where he can intercept a shipment of weapons for the second hidden objective—soon enough, then consider a clockwise route. The first two guards the team will encounter are to the far left, and they are arguing about "pansies" in the organization. One of them is the smuggler recently lectured by General Rugova. Dispose of them, using the space and cover intelligently.



A third guard will be near the opposite corner of the building, walking in and out of some brush. Take a roundabout path to the far wall, passing wrecked cars, so SPECTER can crouch behind some barrels. This sight line will let SPECTER see yet another guard. If possible, eliminate the far guard while the closer one has his back turned, and then eliminate him.

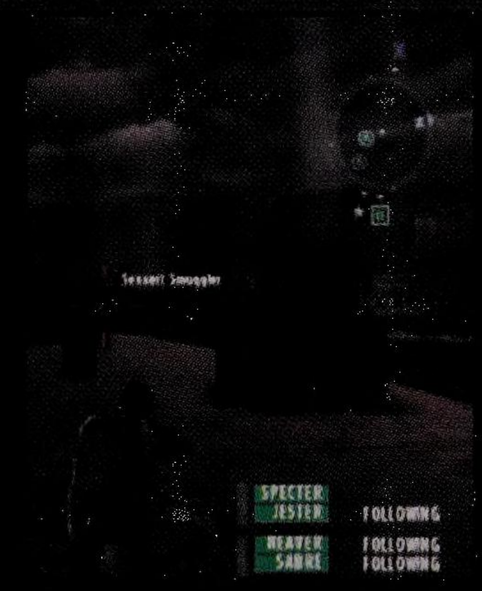






Now continue making an approach up the road, using the bushes as cover. SPECTER is likely to see a few Sesseri guards on the ground whose routes keep them near the skybridge that interconnects the two buildings. It is advisable to eliminate them at range, because their proximity to each other and to guards pacing along the elevated bridge precludes the possibility of restraining or neutralizing them stealthily. Downing guards on the bridge will draw others, who themselves can then be targeted. The threat of a handful of enemies inside the buildings (those whose routes bring them to the skybridge) is reduced as many of them are now safely neutralized, at a distance, from the outside. Therefore, SPECTER improves his team's chances for success during dangerous close quarters battle.

Near the extraction point, which is listed on the TACMAP, there are two guards manning the gates. They too may move to assist nearby Sesseri during a firefight. It is wise to neutralize them at this point, and also because there is a possibility that Fireteam can extract with General Rugova. When one is downed, the other is likely to run to his location.



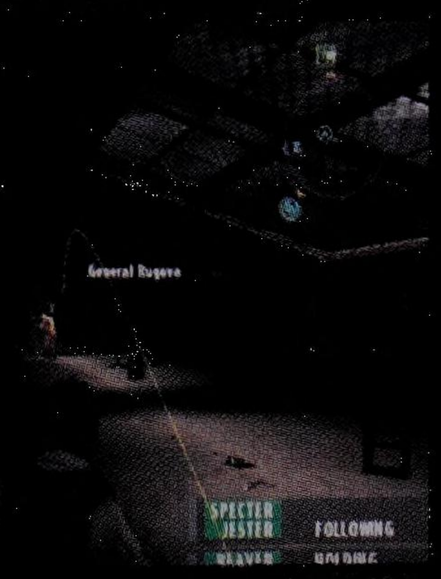
Now move towards the metal staircase (off the road, on the north side of the building) leading to the second floor. There is another solitary enemy near the staircase. His patrol route is a short one, but a stealth kill or restraining is possible. He is thinking about what he'll do with the money promised him. Finally, a little beyond the staircase and around the corner, there is the last of the guards with patrol routes outside. He is on a platform filled with piles of junk. Neither his nor the previous guard's bodies need to be hidden. Return to the staircase.

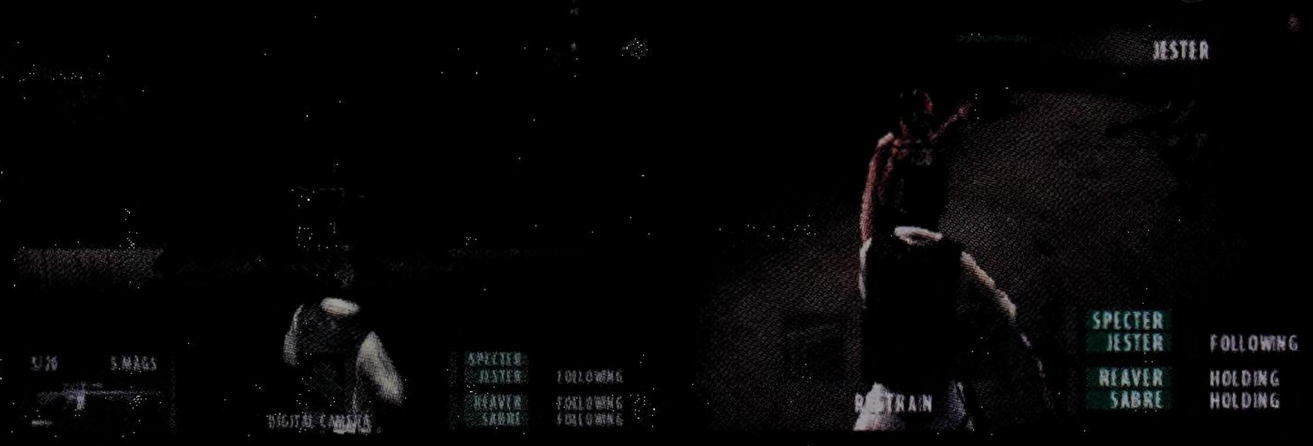
Once the threat on the outside has been neutralized it is time to move inside. If entering via the staircase on the north end of the factory complex, there is a guard pacing around the catwalk, and the loud metal makes it very difficult to sneak up on him. Once inside, the sniper rifle can be both an asset and a liability. Silenced weapons let Fireteam take out single enemies or small groups without drawing attention from nearby enemies, but the sniper rifle's slow rate of fire endangers SPECTER at point blank range. Unless you plan to use a pistol or lean on Bravo element for the close quarters battle, finding another (non-silenced) weapon may be a good option.

Primary Objective #3

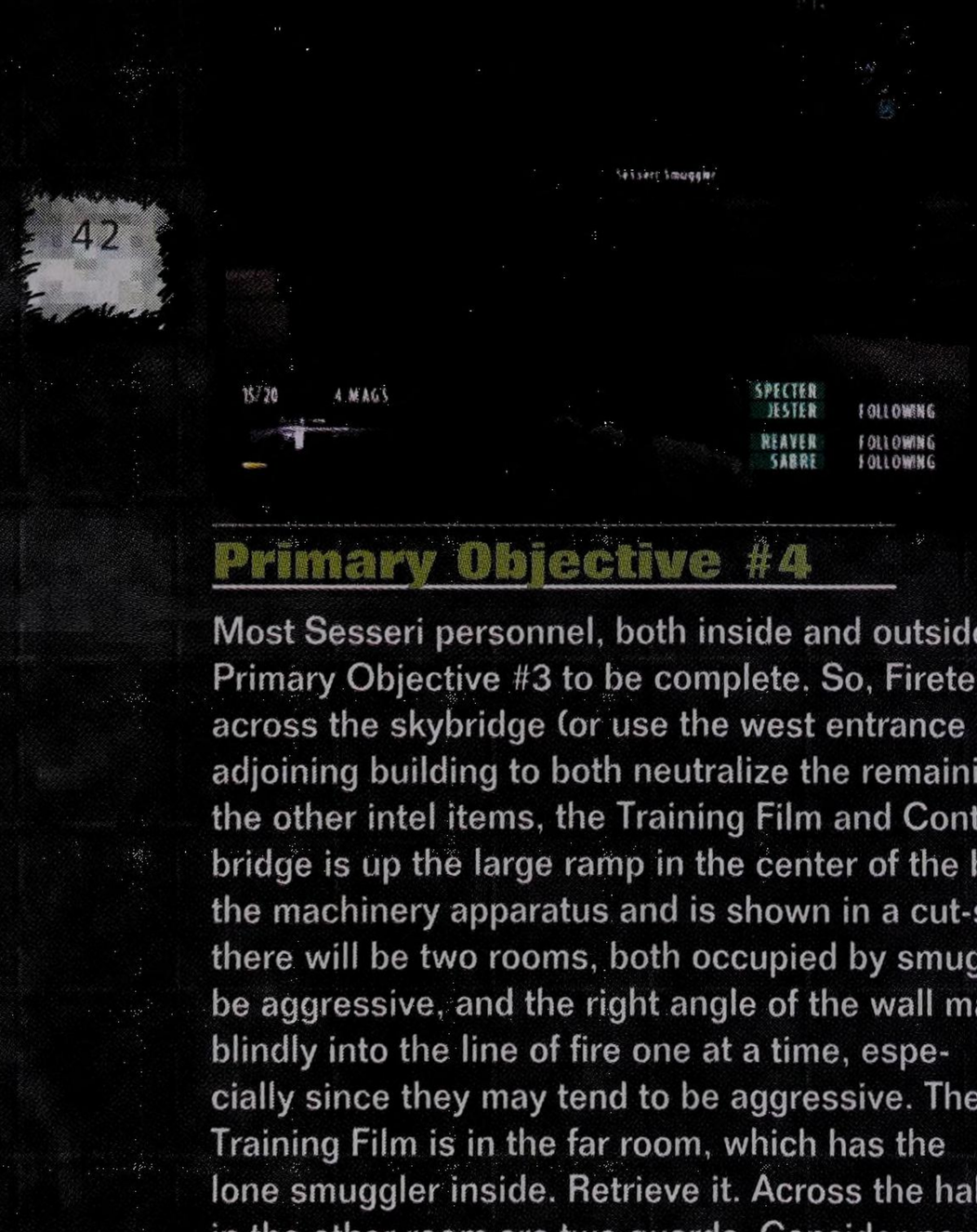
Secondary Objective #1

Depending on the timing, General Rugova may be either on the upper floor or lower floor, making his way from the delivery ramp along the west wall. Rugova's entourage of bodyguards always remains upstairs. Using a Flashbang to immobilize him is tricky, since he fires his shotgun wildly and doesn't give up easily. Also, Rugova is not likely to surrender unless his bodyguards have been neutralized first. Therefore, try to eliminate his bodyguards (who may emerge from the second story room onto the catwalk when alerted to Fireteam) and then go after Rugova (who may either attack or stay securely inside the room). Restrain him, if possible. After neutralizing all threats, in the upper room is the Digital Camera, as the TACMAP suggests. Retrieve it. Through the door to the outside scaffolding, there is a ladder on the left that leads to the roof, but there are no Sesseri or objectives to be completed there. Alternately, SPECTER can move around on the rooftop to get a look at some of the guards outside and then eliminate them. Keep in mind that Fireteam can order Rugova to follow them now, as the rest of the intel is gathered and they move to extraction, or they can return for him later, better ensuring his safety.



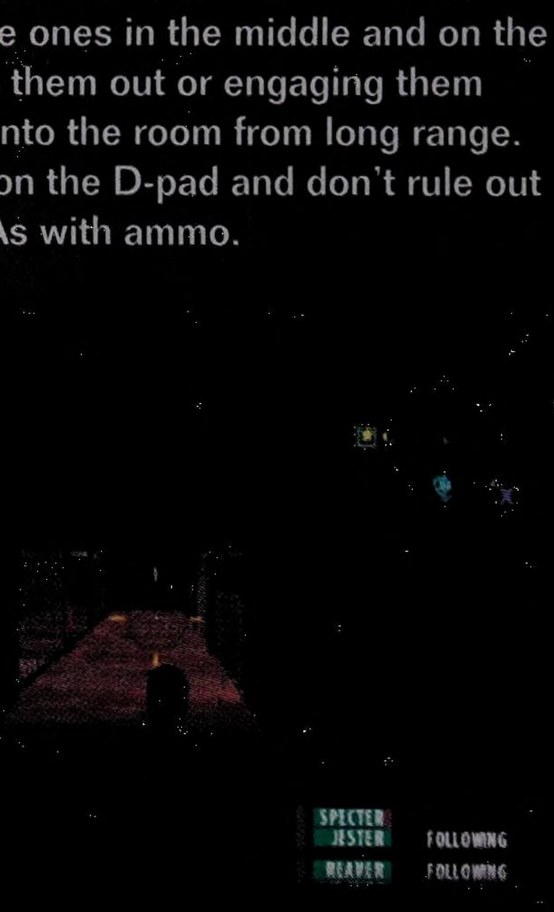


There is a ladder overlooking the rooms below on the first floor. To get to it, make a right when exiting Rugova's hideout. On the first floor, there are three rooms, two of which—the ones in the middle and on the left—are occupied by smugglers. Luring them out or engaging them can be difficult. Try to maneuver to see into the room from long range. Also, make use of the "peek" functions on the D-pad and don't rule out grenades. Inside are two powerful M63As with ammo.



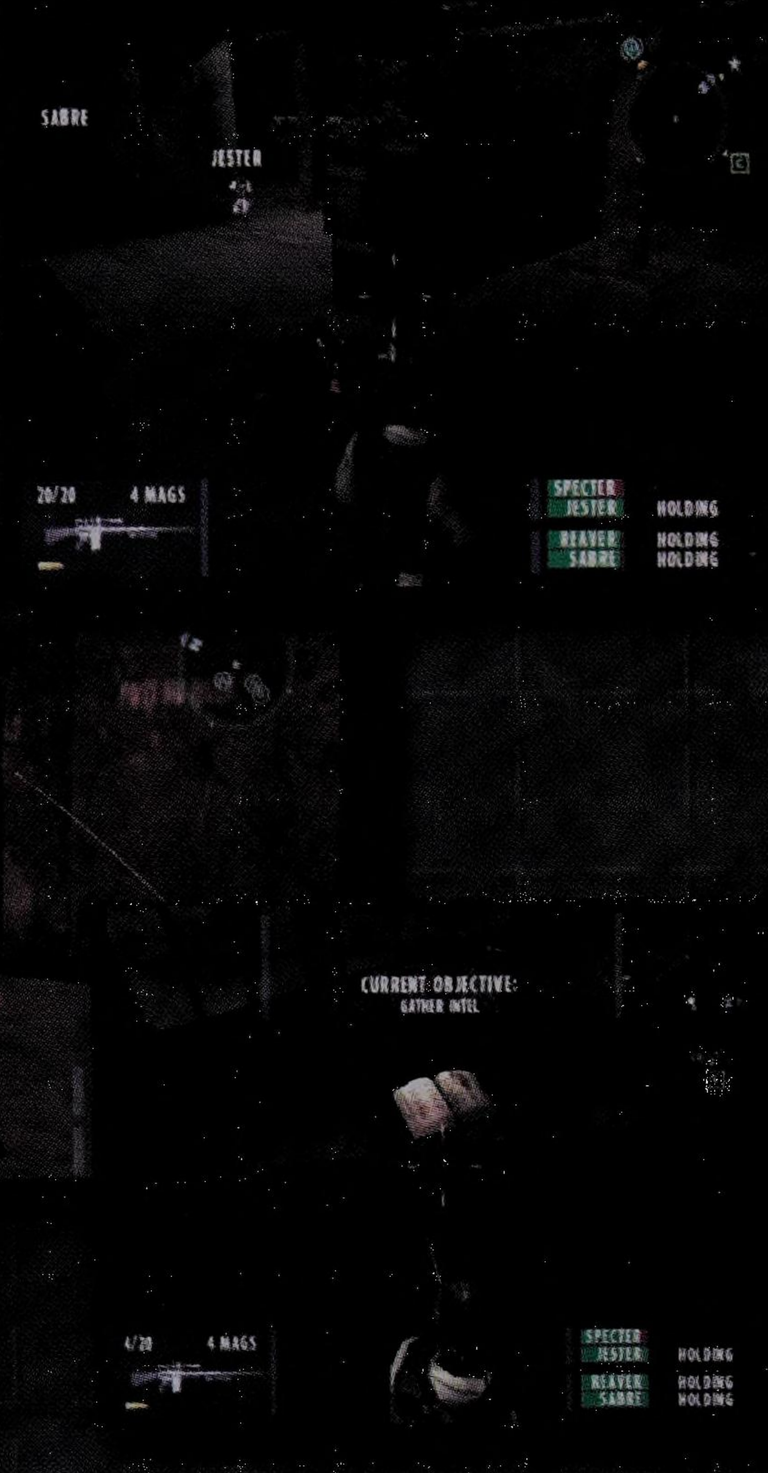
Primary Objective #4

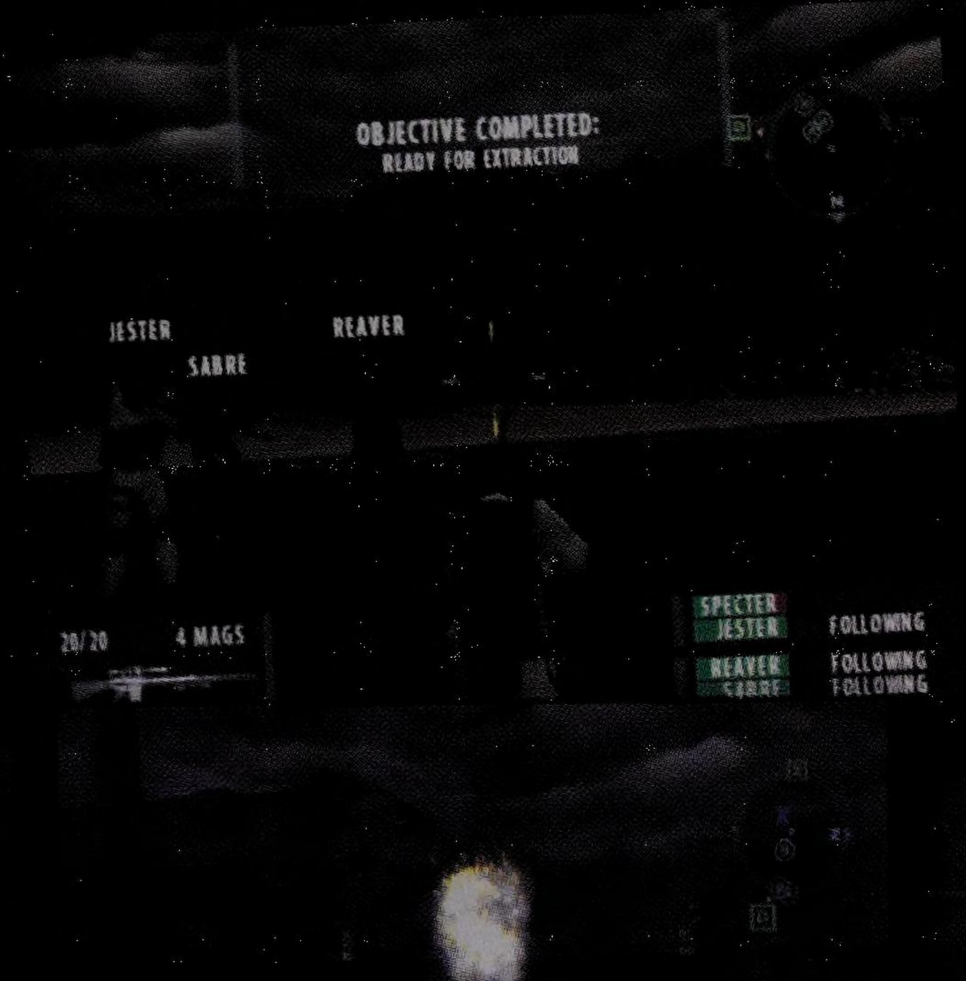
Most Sesseri personnel, both inside and outside, must be neutralized for Primary Objective #3 to be complete. So, Fireteam must eventually move across the skybridge (or use the west entrance on the ground floor) into the adjoining building to both neutralize the remaining enemies and to collect the other intel items, the Training Film and Contact List. The route to the bridge is up the large ramp in the center of the building. It looks like part of the machinery apparatus and is shown in a cut-scene. Soon, on the right there will be two rooms, both occupied by smugglers (three in all). They can be aggressive, and the right angle of the wall may force the Sesseri to come blindly into the line of fire one at a time, especially since they may tend to be aggressive. The Training Film is in the far room, which has the lone smuggler inside. Retrieve it. Across the hall in the other room are two guards. Consider neutralizing these two through the outer windows during the approach to the southern building while on the skybridge.



Now proceed carefully down the staircase. There will be enemies (one of whom is quite hungry) in two rooms similar to those Fireteam just neutralized, and there will be one Sesseri to the right in the open space of larger rooms. There is a doorway to the left in case Fireteam needs to quickly retreat out into the open if need be (if they are badly wounded), and from there they may be able to draw the enemy from their cover inside, through the bottleneck of the doorway (where fire and grenades can be concentrated) into a place where there is no cover. Also, grenades can be ricocheted into the rooms from outside the building. If this doorway is used as the point of attack, keep in mind that the guard in the left room can be neutralized through the window from the outside.

Bear in mind Bravo Element can be particularly useful in situations like this. As SPECTER moves down the stairs and one of the doorways comes into view, he can point the crosshairs at the doorway and command the very capable Bravo Element (in this case, S.A.S.) to "Breach" (adding "Frag" or "Bang", dependent on what is equipped) or "Clear Area", resulting in the neutralization of all enemies behind the enclosed space. This tactic, which can be employed in most any mission, allows Able Element to remain in safety and not risk loss of health After the threat on the bottom floor is neutralized, look at the TACMAP to find the location of the Contact List. Position SPECTER near the item and collect it.





Primary Objective #5

When all the enemies are out of commission and the intel is gathered, the primary objectives will have been fulfilled, and Fireteam can proceed to the extraction point, which is marked on the TACMAP. If General Rugova was restrained, SPECTER can order him to follow to extraction. SOCOM, with the helping hand of the British S.A.S., have neutralized the installation and gathered necessary intel to pave the way for the next mission, the final encounter with the Sesseri.

LEVEL 3

OPERATION RAPID KILL: UPLAND ASSAULT

LOCATION: ALBANIAN MOUNTAINS
ENEMY: SESSERI SYNDICATE
OBJECTIVE: NEUTRALIZE THE SESSERI LEADERSHIP

MISSION OVERVIEW:
Much of the Sesseri Syndicate's operation capabilities have been crippled by SOCOM and the help of the S.A.S., and now its leadership has retreated to the syndicate headquarters, the Sesseri family castle in the Albanian mountains. Presumably, they are readying to make an escape. However, the intel acquired in the previous mission, Terminal Transaction, has revealed the location of the castle, and SPECTER, JESTER, SABRE and REAVER are dispatched to capture or kill the Sesseri leaders before they escape. The Sesseri forces will still defend themselves aggressively. The leaders to capture or kill are Aide de Camp, Pius Platz, and Castrioti Sesseri. It is said that the violent and angry Castrioti Sesseri is but a figurehead, as Pius Platz helms the operation. Fireteam is instructed to leave any captured leaders on-site rather than extract them. Other units will secure them later.

The team starts the mission at a safe distance and must infiltrate the castle. The mission takes place at night (the use of night vision is available), and the objectives will result in both indoor and outdoor portions. The range at which engagements take place is normally short to medium. There is ample cover outside, but inside the castle close combat tactics must be used intelligently. Recon suggests that the ruins to the rear of the castle are not patrolled. The main castle entrance is open, but heavily guarded.

Primary Objectives:

Neutralize or Capture Syndicate Leadership: This is the main objective of the whole mission. There are three leaders who must be neutralized.

1. Castrioti Sesseri: The unhappy head of the syndicate is in his bedroom on the top floor of the castle.

2. Aide de Camp: Aide de Camp is one of the leaders. He is coordinating the pick up of some precious art and can be found in front of the main entrance to the castle.

3. Pius Platz: Platz will eventually be located in a shack in the northeast corner of the map. He was mentioned in the first mission in connection with the Belgians, and he has a deal going for the sale of more guns. He has acquired weapons-grade plutonium.

4. Move to Extraction: The extraction point is back on the main road just past the gate to the castle.

Secondary Objective:

1. Restrain Castioti Sesseri.
2. Restrain Aide de Camp.
3. Restrain Pius Platz.

Hidden Objective:

1. Collect Intel: There are several pieces of intel to be located during this mission. They include a laptop in Pius Platz shack, a nautical map in the dining room, a code book in the library, and a parts list in the bedroom of Castrioti Sesseri. Collecting all intel will result in bonuses in a future mission, level 10. The intel may work in collusion with future intel on the Sesseri Syndicate.

2. Restrain All Leaders: By restraining each of the three leaders, Fireteam can complete the second Hidden Objective. The reward is a health bonus for the team in the next mission.

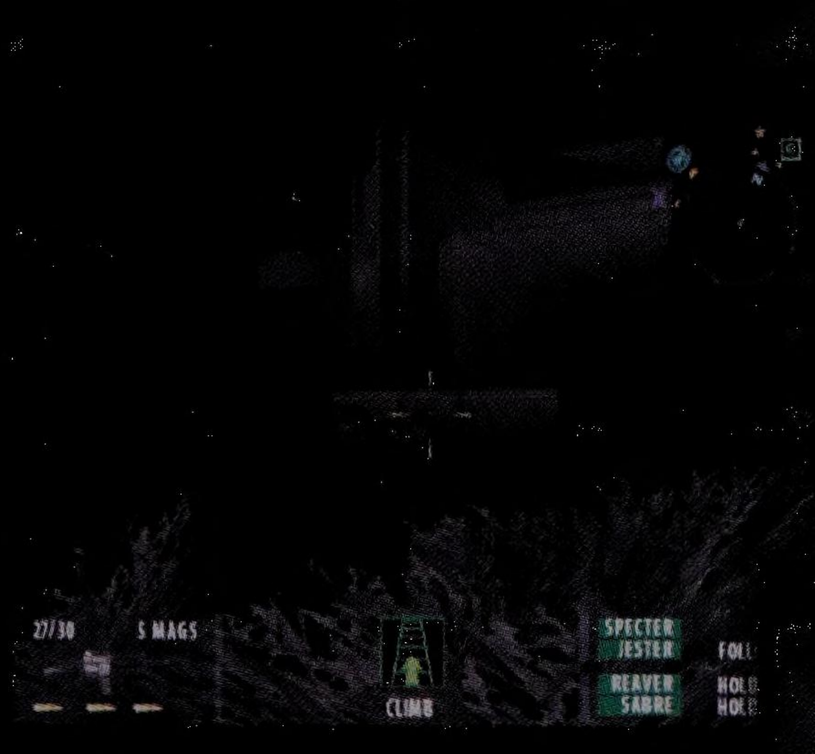
STRATEGY

This mission requires three things of the primary weapon. First is a good rate of burst and automatic fire; this is essential in close quarters and in keeping a target from getting a shot off. Second is a medium range or better; there is a significant force outside the castle, and having a rifle with range increases the safety of Fireteam, since they can attack from afar. Finally, low volume, preferably silenced; the three primary targets (the syndicate leaders) will either bolt if they hear gunfire (making it harder to restrain them) or engage with powerful shotguns. The primary weapon that best meets these criteria is the M4A1 SD silenced assault rifle, a strong candidate for many missions. Otherwise, be sure that both SPECTER and JESTER have ample Flashbangs, which won't be hard because this mission sees Fireteam carrying a lot of hardware.

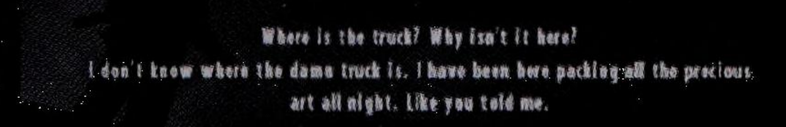
MISSION WALKTHROUGH

Immediately after the deployment, Fireteam should stick to cover on either side of the road. The terrain on the left side of the road is generally narrower with a higher bank, offering a superior downward angle to target enemy guards during their patrols. However, jumping down from the left side's high shoulder in some spots may cause noise and alert the enemy and make it difficult to get back up. The right side has ample cover and, in some areas, offers ample space to move quickly outside of the visual range of the enemy. A good idea at this point is to again get familiar with the first-person view that offers night vision by tracking the movement of the guards along the road. The first guard will walk down the road slowly from the direction of the castle, followed by a second who seems to have forgotten what day it is. He will pace back and forth. A third guard normally stands by the gate along the road, and he routinely runs to and from the gate to check on the second guard. Strangely, in spite of his running, he says he could sure use a cigarette. Eliminate the running guard when he is out of sight of the second guard at the gate, whose route is a much wider one that runs from the gate to either the left or right fork in the road.

The road runs through the gate, which is seemingly the only point of entry because of a high wall. However, on both the left and right sides of the gate, there are crevices in the wall over which the team can climb. It is imperative to realize that any enemy fire near the castle gates will draw other Sesseri to the scene. Importantly, according to TACMAP, one of the syndicate members in the vicinity is Aide de Camp, one of the primary objectives, who happens to be stationed outside the entrance to the castle. Good strategies for the second gate guard are to go over the wall on the left side of the road to get a better angle on him, or simply wait patiently until his patrol route brings him outside the gates. Be sure to hide enemies eliminated near the gates.



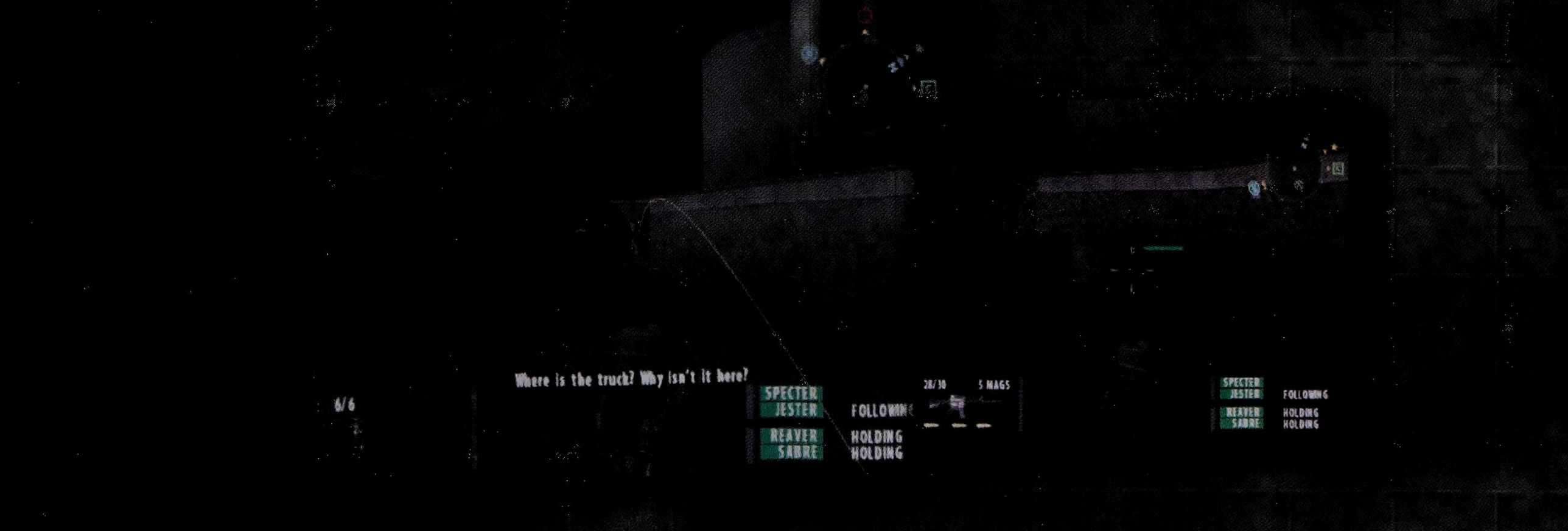
Next, find the crevice in the wall on the right side. Along this route, the wall safely hides SPECTER's approach along the right fork, and he will be able to see another guard pacing by himself. Neutralize him. Sneak near the blue parked car and SPECTER will be able to overhear a conversation between Aide de Camp and a smuggler about how the Sesseri are expecting a truck. The smuggler was ordered by de Camp to package some expensive art, presumably for extrication. SPECTER can also learn that they are shipping out weapons. Aide de Camp remains in this position after the conversation. The smuggler thinks about dinner, but doesn't expect that he'll be eating soon.

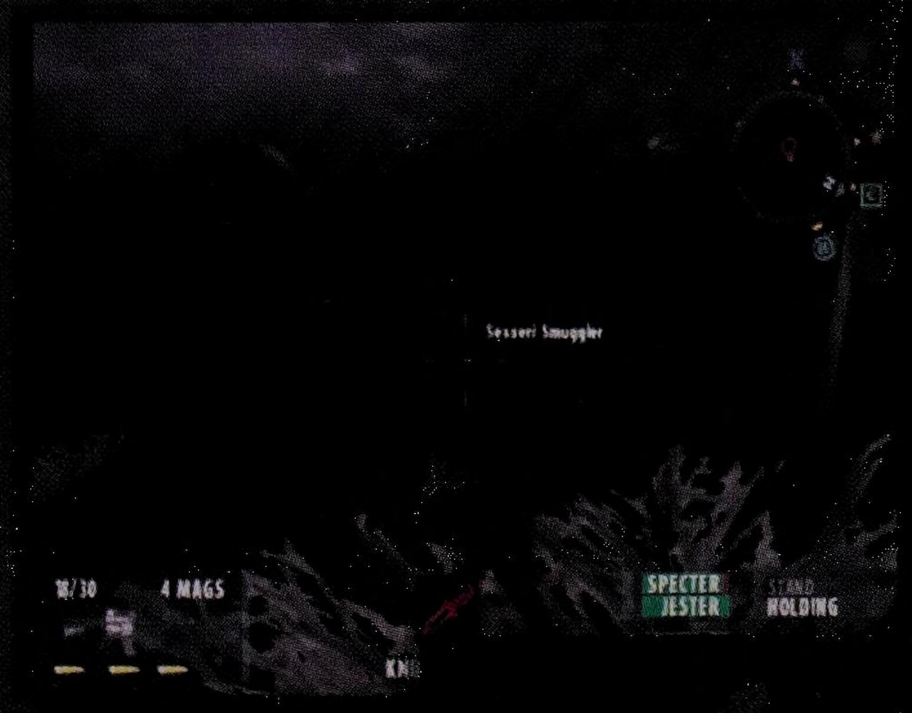


Primary Objective #1

Secondary Objective #1

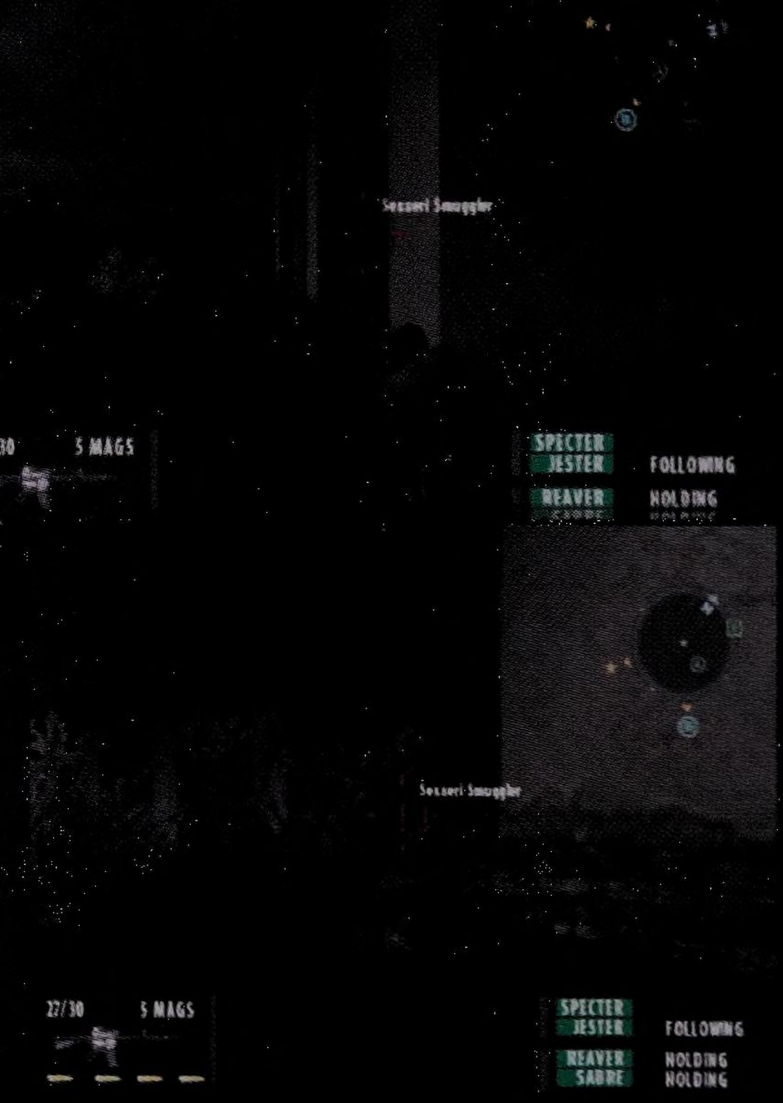
Aide de Camp has a shotgun, but he can be restrained after a Flashbang, thereby achieving both a primary and second objective at the same time. By going along the big wall in front of de Camp's position and then doubling back, SPECTER can engage from behind the two smugglers. An added advantage to this point of attack is that another guard has a route near the top of the stairs to the right. Approaching from the other direction keeps SPECTER out of his range of view. However, SPECTER can try to neutralize Aide de Camp from the current position as well. A well-deployed Flashbang can incapacitate both Aide de Camp and the smuggler simultaneously, depending on what point the smuggler is in his route.



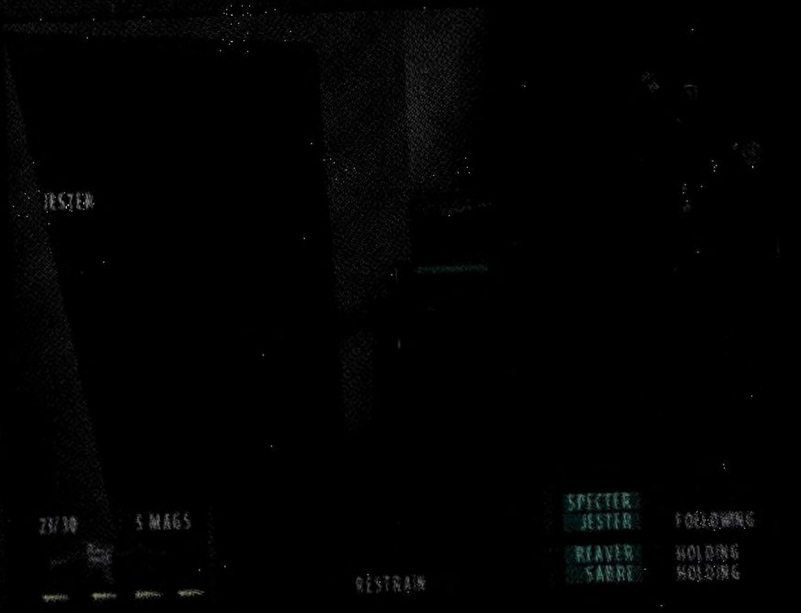


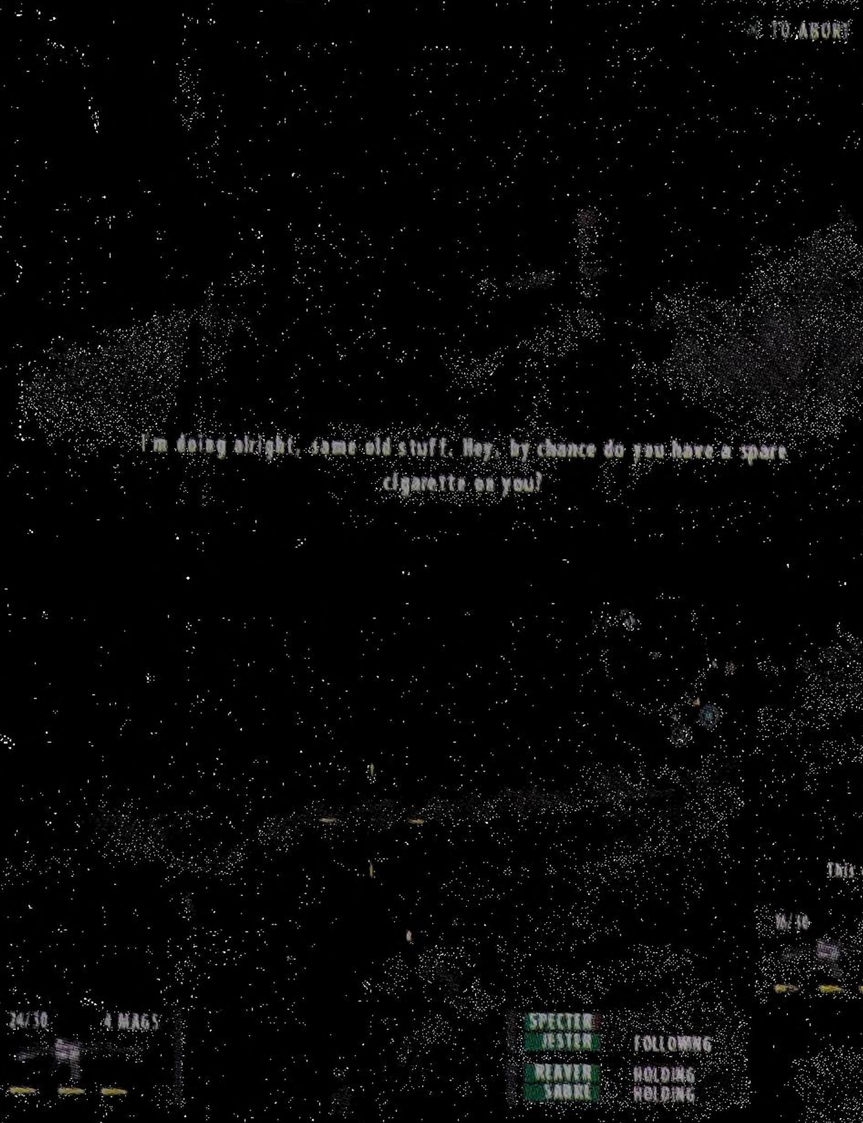
Pius Platz and Castrioti Sesseri remain. Rather than having to dangerously engage all the smugglers in the lower floor of the castle, Fireteam can be more stealthy and sneak up the stairs to the right of the main entrance. They can then take the side entrance to the upper floor of the castle, where Platz and Castrioti Sesseri will eventually be exchanging some strong words. This entrance is near the area designated as waypoint Charlie. There are four guards to neutralize on this approach. The first two are near the stairs and should be eliminated at range. A second has a long route parallel to the castle. He seems very enamored of the real estate. A third guard is on the far right wall, near the circular structure.

As a precautionary measure, it is again a good idea to clear the area surrounding the main installation of enemies, as in the previous mission. In this case, neutralizing the enemies outside the castle ensures that they will not later pose a threat if and when Platz and Sesseri try to escape from the castle to the tunnel entrance located in the northeast corner of the map. Move through a gate beyond the entrance to the second floor of the castle, or circle back to the front of the castle and engage from the ruins along the left fork. Coming from waypoint Charlie, ahead are a shed on the left and a shack on the right. The shack is designated waypoint Echo. One guard will be inside the shed, while another paces in between the shed and the shack. Neutralize them.



Inside the shack is a smuggler who can be restrained easily after a Flashbang. Locate his position by stealthily approaching the rear of the building and viewing his movements through the windows. Deploy a Flashbang through one of the windows and move through the door to restrain him. Inside SPECTER will find a laptop computer, apparently belonging to Pius Platz, which he can take with him.





Next, there are five smugglers located towards the lookout post, designated waypoint Delta. Two of them will hold a conversation; they are out of cigarettes, and one says he will go inside the castle to retrieve one. Again, consider approaching them through the cover along the left fork of the road from the front of the castle. Neutralize all of them. A sniper rifle with or without a thermal scope (if equipped) proves useful here. Before any shots are fired by the enemy, one guard will walk along the road and reflect on how Albania isn't as bad as the Belgians believe it to be. In preparation for an escape attempt, it serves to familiarize SPECTER with the ruins to the rear of the castle. There is a route from the second floor terrace (where Pius Platz and Castrioti Sesseri will confront each other) to the ruins that Platz will take to head towards the northeast shack and then the escape tunnel.

Return now to the second floor entrance to the castle at waypoint Charlie. If the smugglers have engaged Fireteam, there is a chance that the guards located in the large room and small hallways behind the door to the left will be alerted. Use the D-pad to peek while staying out of his line of fire (or a stealth kill if SPECTER has come from the first floor of the castle).

Moving towards the next room will trigger a cut-scene in which Pius Platz and Castrioti Sesseri exchange unpleasant words about the failing of their operation, one more articulately than the other. Each will go their separate ways, at gunpoint no less. The secondary objective is to restrain both of them. This is where stealth and silence pay off. If the Sesseri Syndicate has been alerted by gunfire up to this time, or hear it now, the leaders will be more likely to bolt and try to escape, making it much more difficult to achieve the secondary objectives.

Primary Objective #2
Secondary Objective #2
Hidden Objective #1- #2

As the cut-scene indicated, Castrioti Sesseri moves to the room to the left of the stairs, while Platz goes to the balcony. On the way to Sesseri's room, SPECTER will hear about Sesseri's dislike of Platz, how he could use a drink and a woman, and so on. Open the door and deploy a Flashbang. Be sure to pick up the object that is on top of a box on the left side of the room. It is a Parts List.

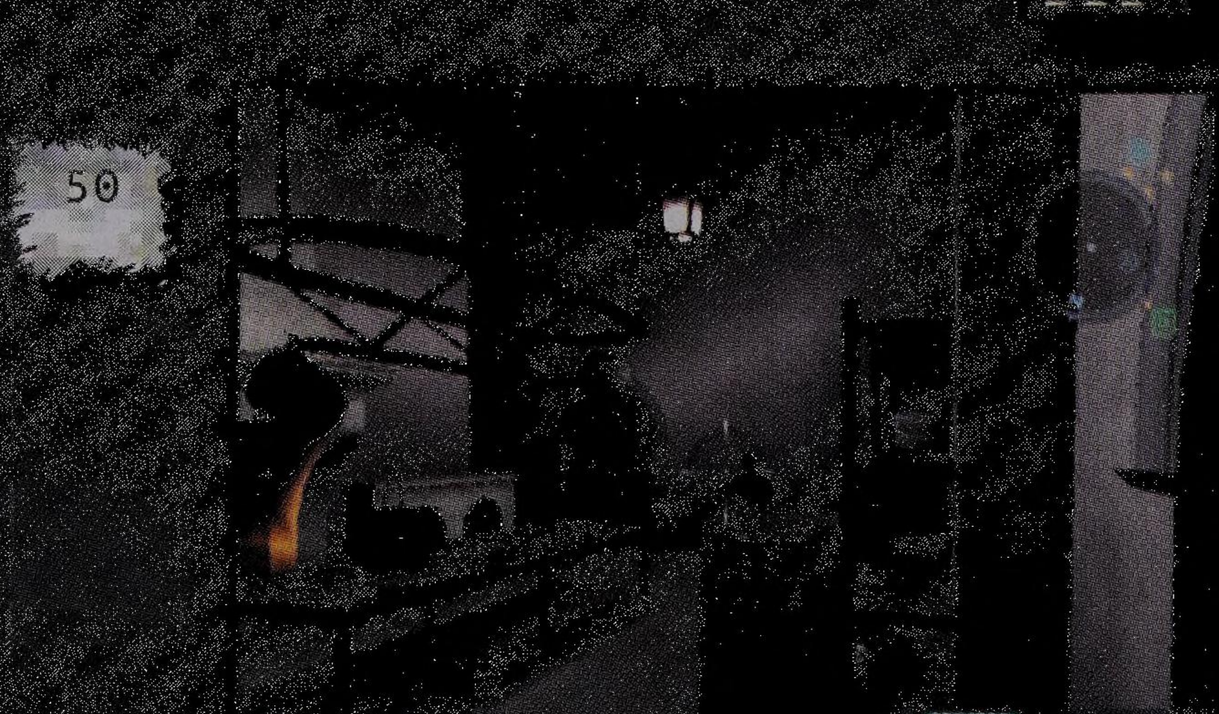
Primary Objective #3

Secondary Objective #3

Hidden Objective #1 - #2

Platz will retreat to his shack near the exit point in the northeastern most corner of the map, presumably to retrieve his laptop. Approach silently and, if Platz hasn't been alerted to Fireteam, he will mention his speech impediment, more about the Belgians, and how much money he plans to make with the sale of the guns. If Platz is alerted, he will enter the shack briefly and continue running to the escape tunnel. Platz can be neutralized in the same way that the smuggler in the shack was earlier—by deploying a Flashbang through the window.

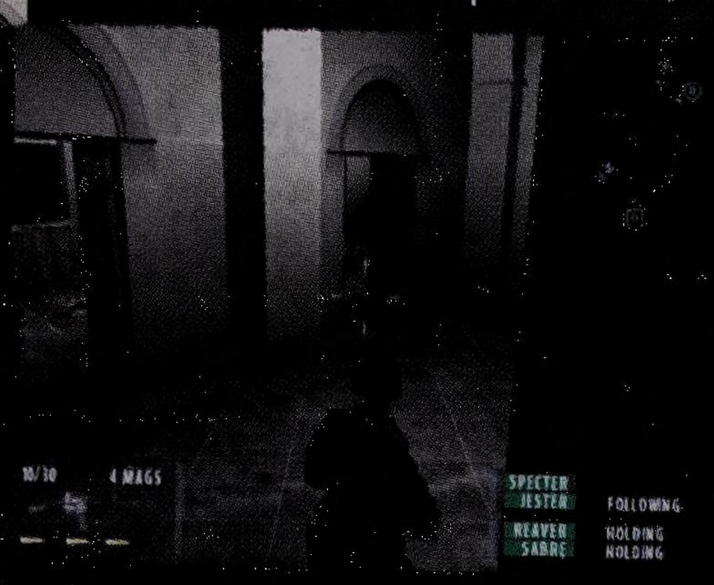
The primary and secondary objectives should be completed by this point, but Fireteam still has the option of neutralizing several Sesseri smugglers on the first floor and in the cellar of the castle. The best points of entry are the now cleared-out second story entrance, or the cellar entrance, located along the left fork in the road. The bulk of the enemy is in various rooms and near the entrance on the first floor, as SPECTER surmised from the intel before the mission. Coming from the cellar entrance, approach the door very quietly. Open the door, but be prepared for a guard to come into view rather quickly. Neutralize him. If a second guard patrolling near the barrels picks up the sound, he will come to investigate. Otherwise his route leaves him vulnerable to stealth.



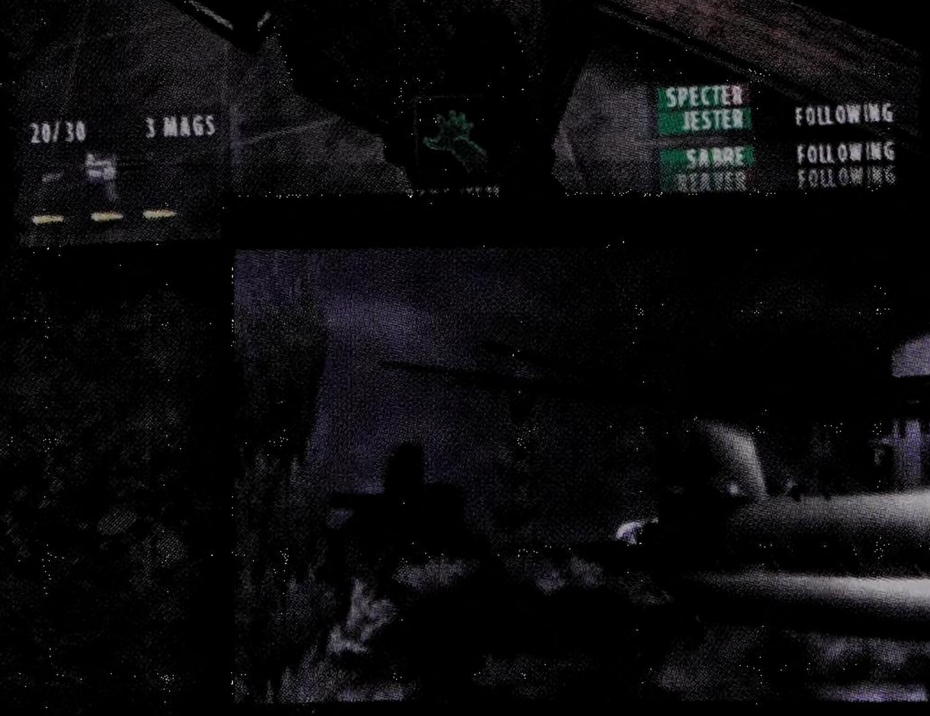
Continue up two flights of stairs until reaching a large kitchen. There is a pantry behind a door along the right side of the kitchen. A Sesseri guard is likely to be in here. He can hear footsteps and, if there is loud gunfire, another guard from the dining room (behind the door straight ahead) will come to his aid. Again, through the door straight ahead is a large dining room. On the near end of the table is a second document, a Nautical Map. This is the third of four pieces of intel in the hidden objective. Moving to the opposite end of the dining room enables SPECTER to see several guards stationed near the front door, ready to ambush attackers should they enter through it.

Viewing the entrance from the other end of the large room with the main entrance, there are four Sesseri smugglers, three lining the right side and one in a room with a waist-high opening on the left. Neutralizing them silently is difficult. Indeed, a great deal of art has been packaged in boxes. Be advised that the pottery is destructible.

A fifth guard is in a library next to the dining room. There are three doors across the hall from the stairway to the second floor. If he hears a sound he may open one of the doors. It is difficult to guess which door he is behind in order to raid the library and neutralize him. However, in the library is a Codebook on top of a crate, representing the fourth piece of intel for the completion of the first hidden objective.



Move towards the extraction point on the road, near the first gate, when all of the objectives have been finalized. As the mission ends, a cut-scene shows an MH-60 landing near the front entry to the Sesseri family castle. As SOCOM suggested, additional forces have arrived to secure the area and deal with any leaders who have been restrained. This concludes Operation Rapid Kill and the Navy SEALs operations in Albania.



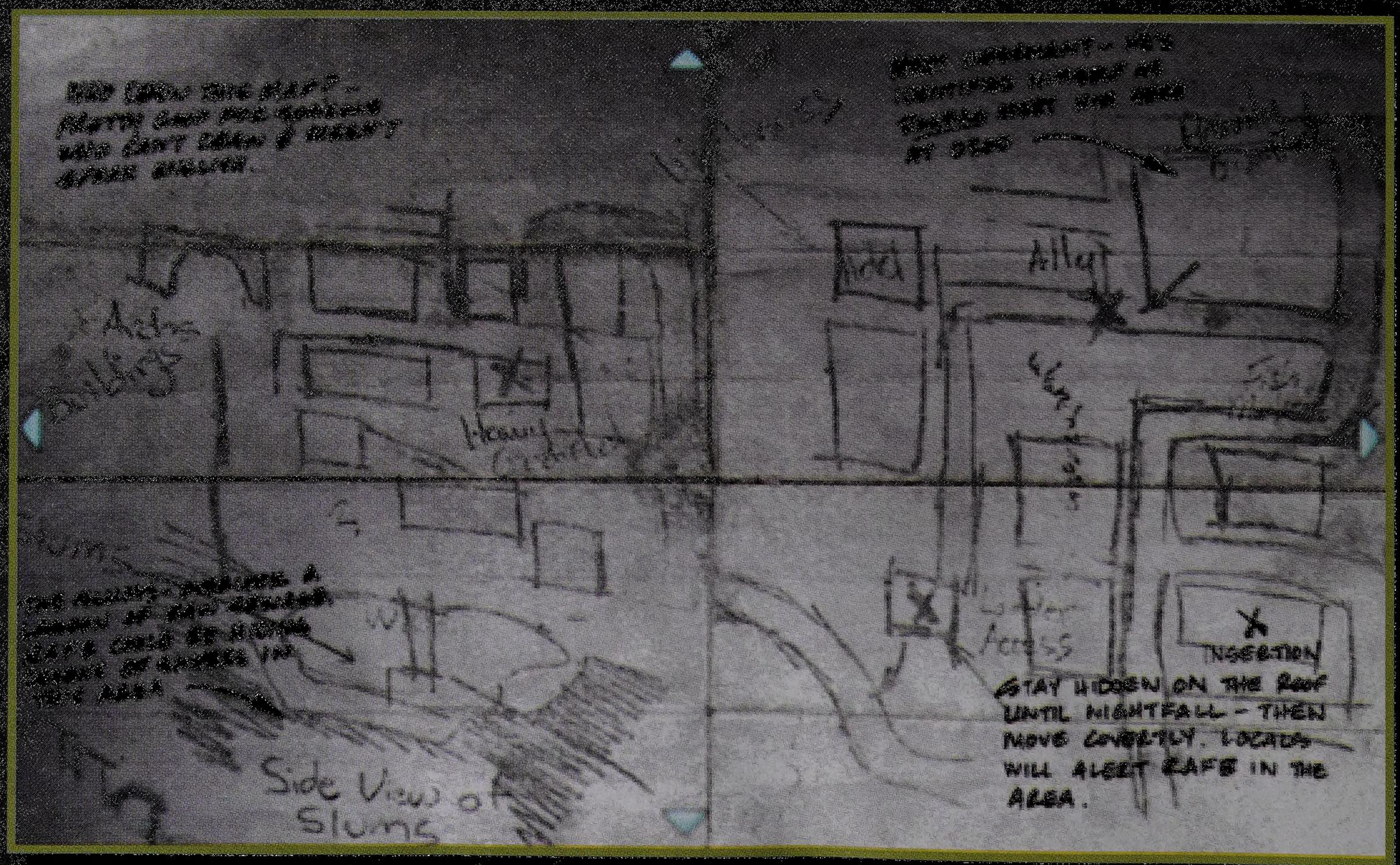
LEVEL 4

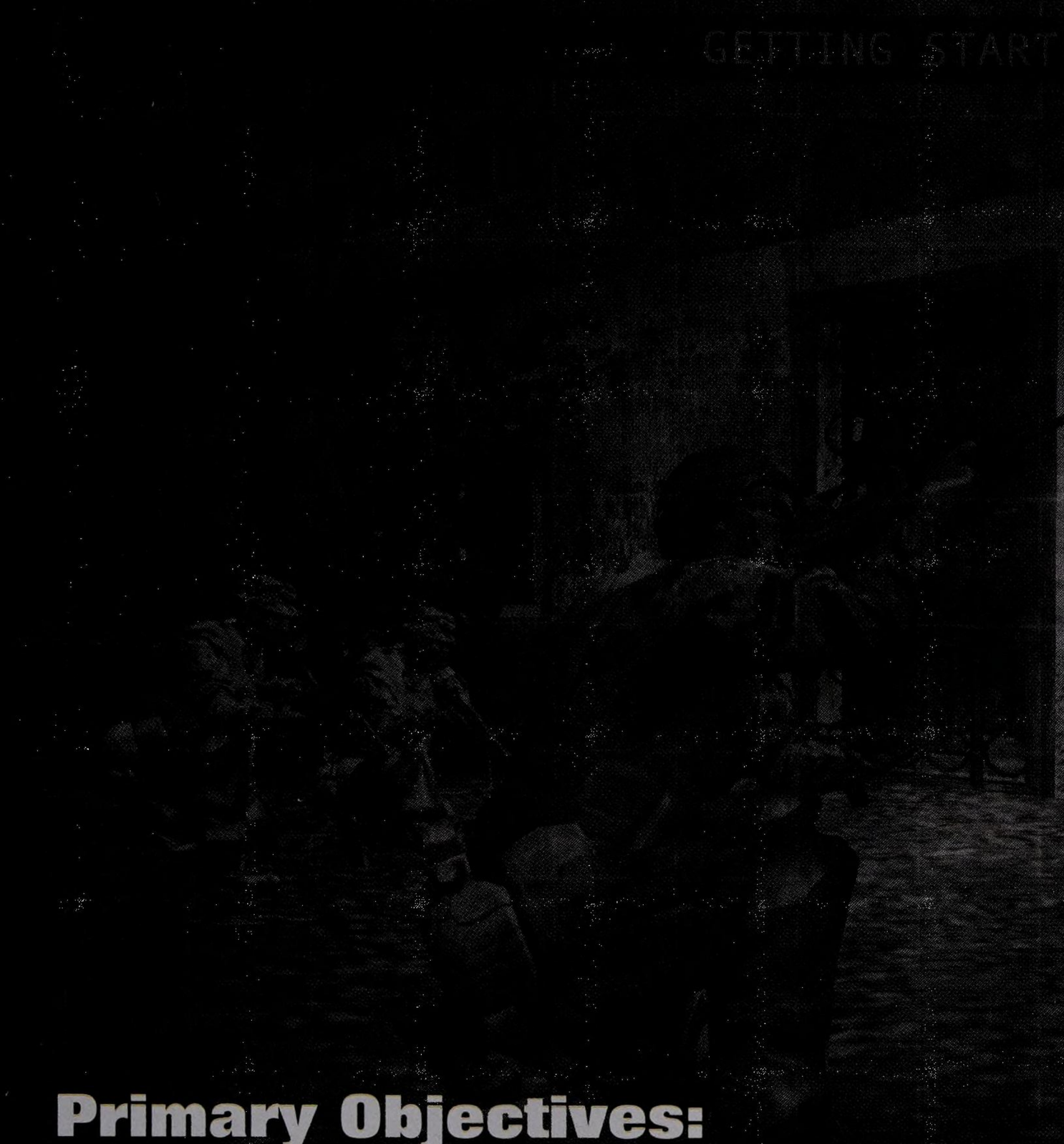
OPERATION GOOD NEIGHBORS: URBAN SWEEP

LOCATION: SLUMS OUTSIDE RIO DE JANEIRO, BRAZIL
ENEMY: REVOLUTIONARY ARMED FORCES OF BRAZIL
OBJECTIVE: SECURE TERRORIST LEADER FOR QUESTIONING

MISSION OVERVIEW:
The government of Brazil, the last South American ally of the United States, has been the target of terrorist acts perpetrated by the so-called RAFB, the fast-growing Revolutionary Armed Forces of Brazil. The RAFB is financed by an illegal drug trade, and recruits (some of whom are reportedly kidnapped) are trained by elite mercenaries at cocaine factories in the Amazon jungle. The RAFB is said to do much of its recruiting from the disgruntled poor living in the slums outside Rio de Janeiro, Brazil's largest city, which is also the location of most of RAFB's strategic planning. Pledging support to help the Brazilian government, the United States lends the capabilities of SOCOM in "Operation Good Neighbor," which will send in a Fireteam that will initially be tasked with assisting the Brazilian government in gathering intel and, potentially, neutralizing key RAFB figures and its operational capabilities. The RAFB leader, Quixata Christo, is the daughter of a prostitute and a wealthy industrialist. She seems to have a strong resentment of men and the organization has seen more young women rise through its ranks.

Fireteam is inserted into the slums of Rio de Janeiro, where it is to recon RAFB activities and meet with an informant, code named "RAGBAG," who will offer additional intel on the RAFB leadership. The SEALs must avoid civilian casualties, regardless of the fact that a large portion of local civilians may be aiding the RAFB. Not only does the RAFB have its own armed operatives in the area, but also the civilians will report the SEALs' location to the RAFB, making stealth and skillful firefighting (in that order) very important. Different from previous operations, the mission does not start with an infiltration, but rather with Fireteam already at the center of operations and RAFB operatives in the surrounding area. Using a rough map of the slums drawn by a local butcher, they must move covertly to achieve the primary goals, which include restraining and extracting the local RAFB cell leader.





Primary Objectives:

1. Clear Insertion: Eliminate all RAFB operatives in the immediate area around the insertion point. There will be five RAFB patrolling the streets near insertion.

2. Rendezvous with Informant: The rendezvous point with RAGBAG Baptista, a.k.a. RAGBAG, is a few blocks away in the slums at Nav point Delta. They are to meet at 0300 hours. Fireteam, however, will find that he has been captured by the RAFB.

3. Locate RAFB Cell Leader: SPECTER will happen upon Lucimar, the local cell leader, after moving along the only path through the western portion of the slums.

4. Overhear Conversation: SPECTER must overhear the exchange between Lucimar and RAFB leader Quixada Christo. This happens automatically when SPECTER finds their location.

5. Restrain RAFB Cell Leader: After overhearing the conversation, SPECTER must discover the location of the RAFB cell hideout, where Lucimar is headed. There, he must restrain Lucimar for extraction, after which time she is to be interrogated.

6. Extract with Cell Leader: Not only must Fireteam restrain Lucimar, it must lead her through the slums to an extraction point, where they will exit via unmarked civilian transport. This is made difficult because there are other RAFB in the area.

Hidden Objectives:

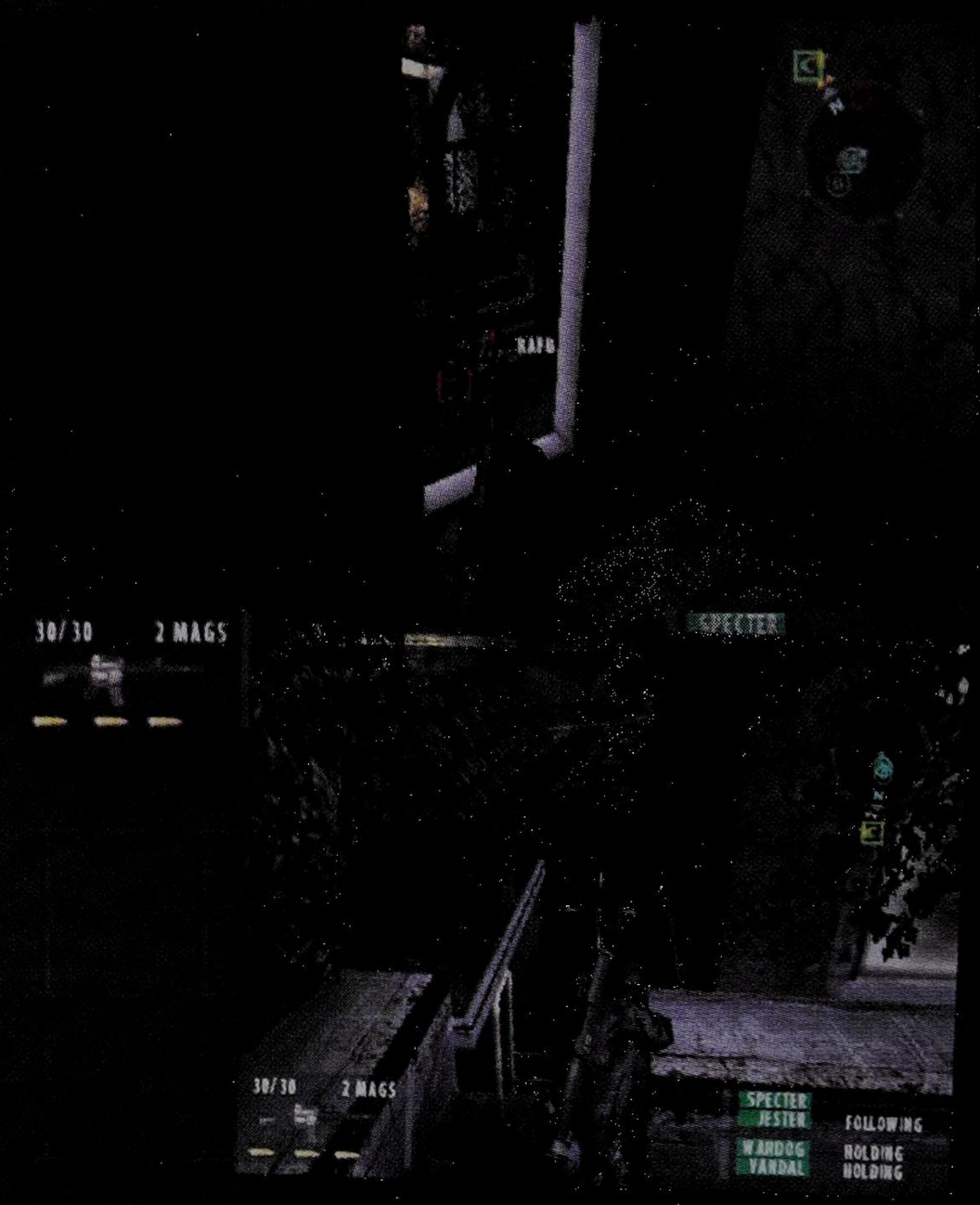
1. Retrieve Map of Jungle Drug Lab: Located on a table in the bottom floor of the RAFB hideout. The reward is that SPECTER can learn the location of a secret drug lab, guard tower and airstrip, which will show up on the TACMAP in the following mission.

STRATEGY

The default primary and secondary weapons for all four Fireteam members are the M41A SD silenced assault rifle and 9MM silenced pistol, respectively. The M41A SD is a good choice for this mission because of its good fire rate, medium range, and its low level of volume. Notice that in this mission SPECTER can carry a single AT4 rocket launcher, a single-shot shoulder-mounted weapon capable of penetrating armored vehicles. However, it occupies two weapon slots and isn't a necessity in any particular situation in this mission. Because of the large number of RAFB in the area, 2X Ammo is a viable option. Be sure that Able Team is equipped with Flashbangs.

Mission WALKTHROUGH

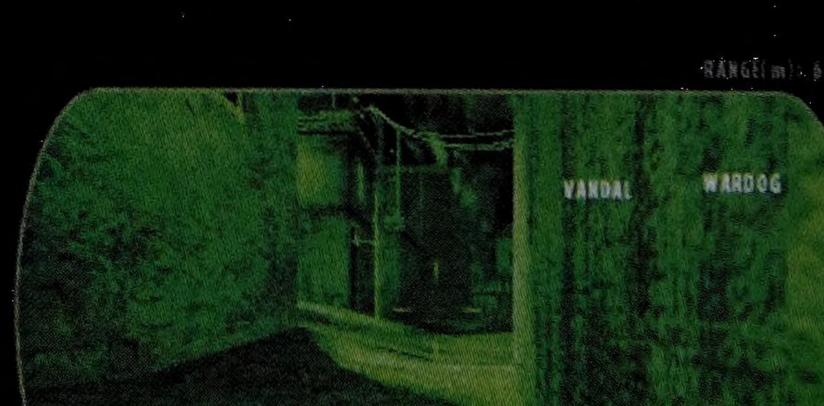
Again, at the outset of Urban Sweep, Fireteam has not infiltrated the area from afar, a process that enables the team to recon or "clear" an area of hostiles so they can retreat to a known location. Rather, they begin surrounded by dark slum streets patrolled by RAFB operatives. Further, the slums are a grid-like network of tenement houses and alleyways, and the absence of recognizable landmarks leaves the SEALs few ways to orient themselves other than by direction. Therefore, the first order of business is to spot and recon local RAFB patrols from Bernaldo's second-story butcher shop. Two RAFB soldiers will patrol along the north end of the shop, moving west to east and stopping in front of a gate where occasionally they will converse with a woman who appears to be a local civilian in a red top. She is apparently in league with the RAFB and, in circling the shop, her route also brings her in contact with a second RAFB operative to the south, one who is visible from the point where the ladder leads down from Bernaldo's patio.

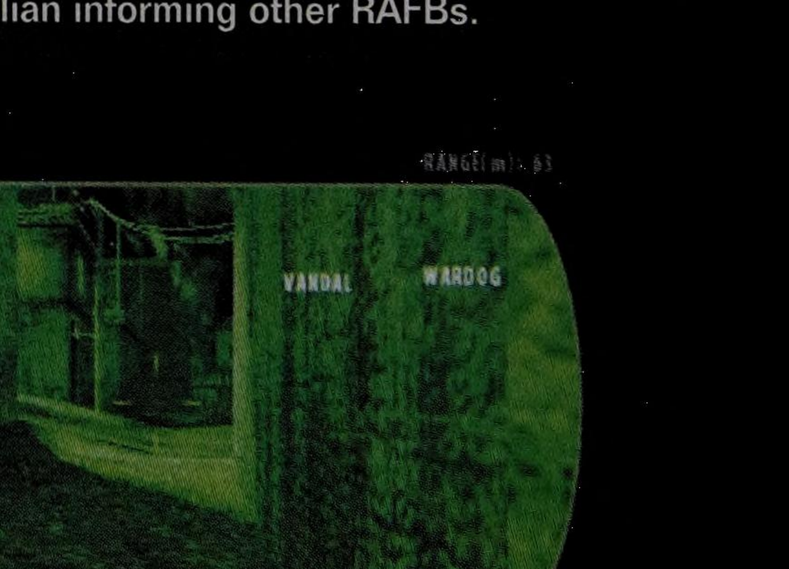


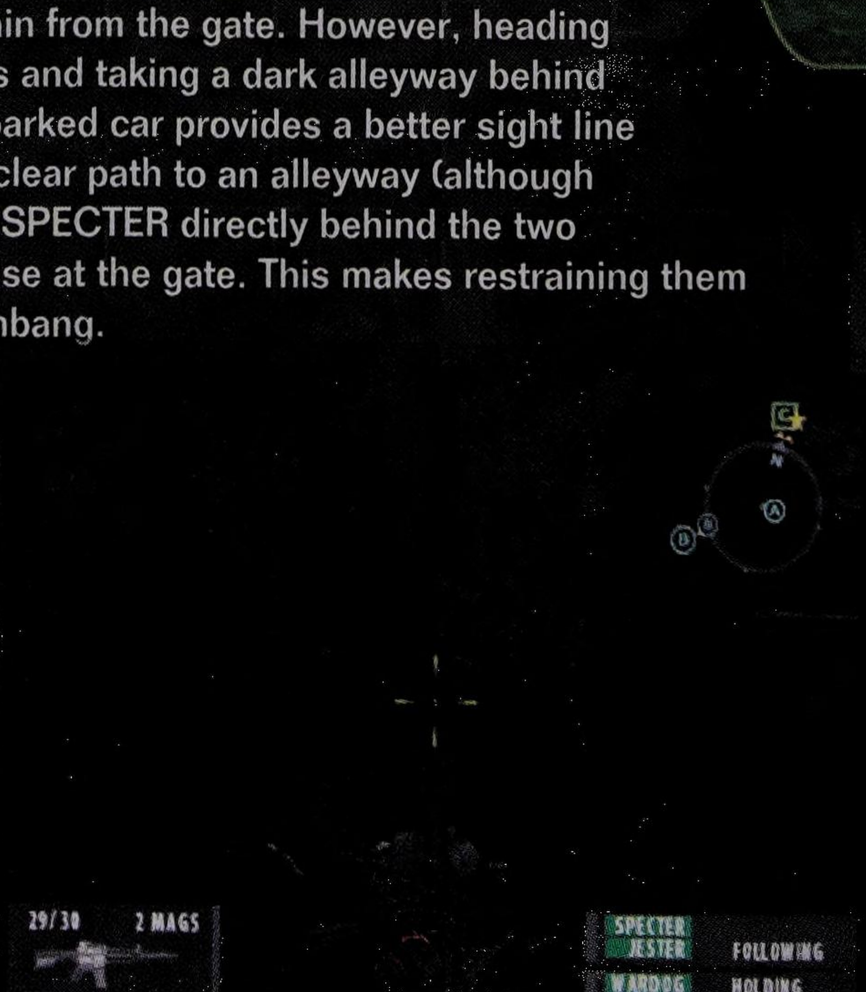
Primary Objective #1

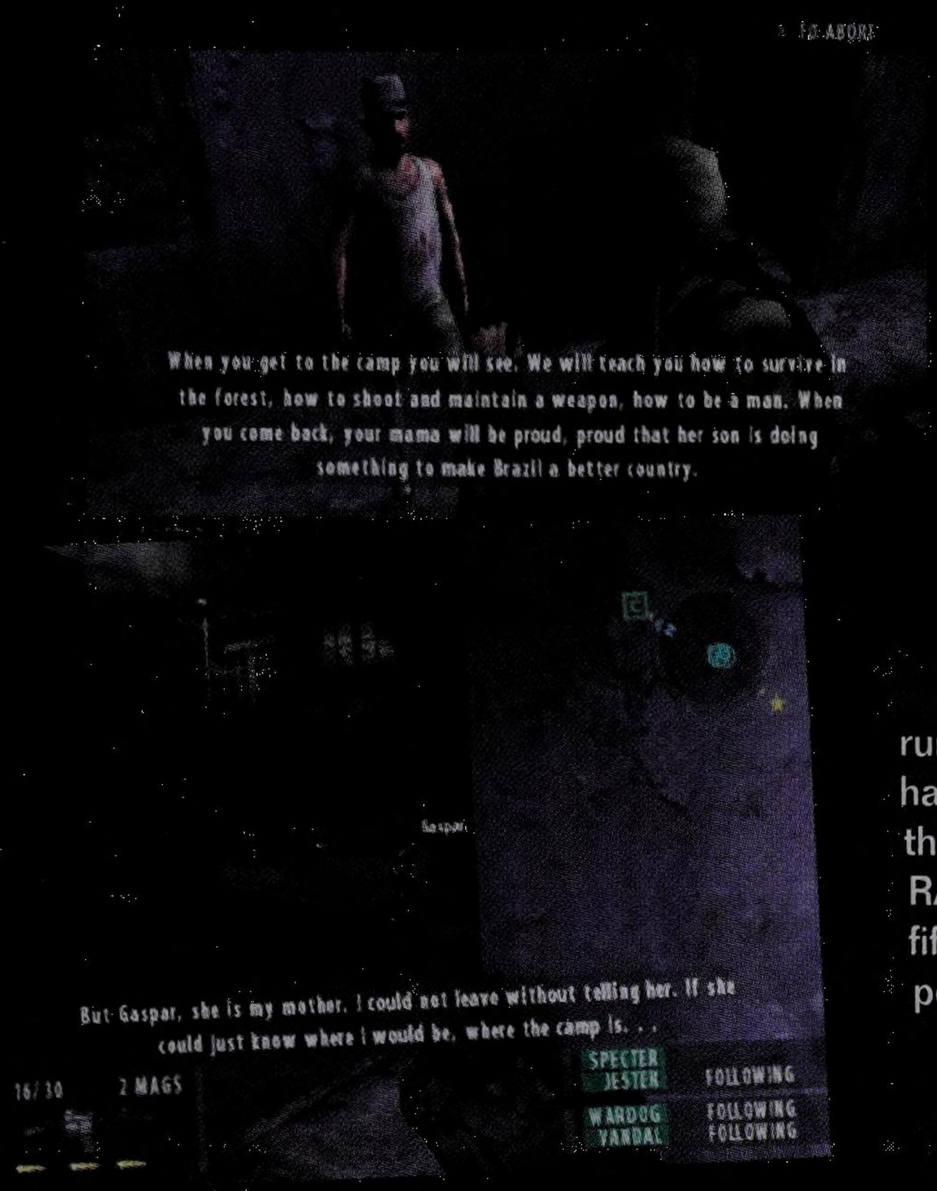
There are two ways down from the second story: via the main entrance to Bernaldo's or by way of the ladder leading to the alley. Once the civilian woman in red has passed by, the ladder offers a direct path behind the RAFB to the south, which can result in an immediate stealth kill. Hide the body in the bushes of the alleyway, or risk a civilian informing other RAFBs.

The path on the TACMAP suggests heading towards the gate where the two RAFB pause during their patrol. Along this route is a dark inlet between some shops on the right, a place where SPECTER can pause while the two RAFB's route heads east again from the gate. However, heading west from Bernaldo's and taking a dark alleyway behind a building next to a parked car provides a better sight line of their patrol and a clear path to an alleyway (although brightly lit) that puts SPECTER directly behind the two RAFB when they pause at the gate. This makes restraining them possible after a Flashbang.





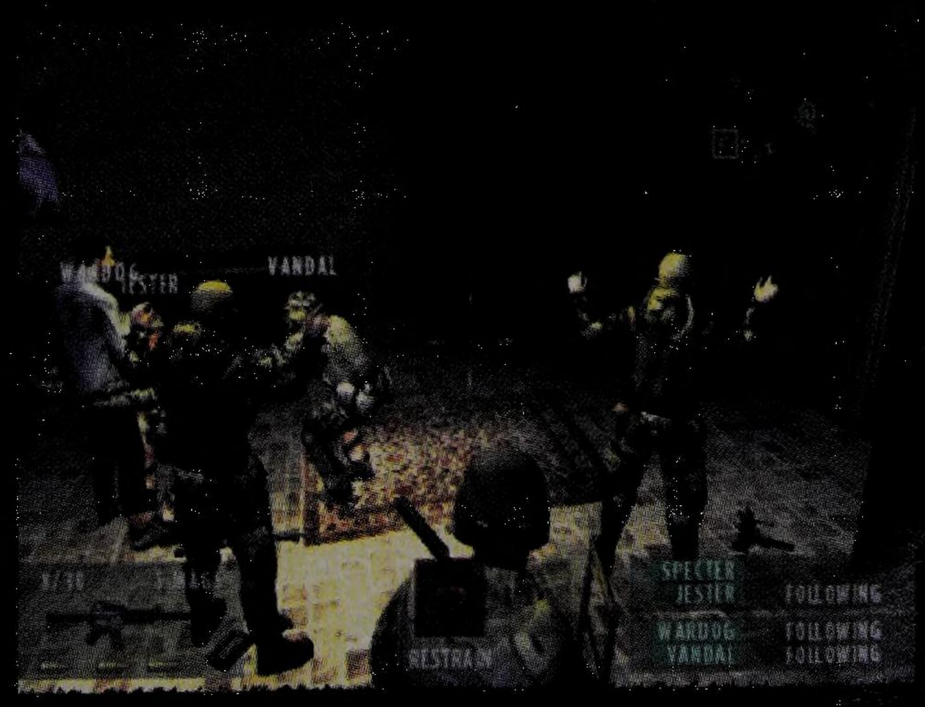




There are two more guards to neutralize for Fireteam to achieve the primary goal of clearing the insertion area. Proceed north. If neither of them has been alerted by nearby gunfire or a civilian, Fireteam will be treated to a cut-scene, whether they go along the main road to the east, cut through a small building on the left of the road, or through an alleyway. In the scene, a local man named Llucas has his reservations about joining the RAFB, largely because his mother would not know where he is during training. He is speaking with an RAFB soldier named Gaspar, who extols the benefits of the RAFB. Gaspar will unfortunately not reveal the location of the training facility or drug processing plant, but since Llucas has agreed to join, Gaspar tells him to meet at the angel monument (on the western side of the slums, near the extraction point), where there will be a truck at 0400. If the cut-scene does not occur because the RAFB were alerted, Llucas will continue to jog around the northern part of the slums, while Gaspar runs up and down the easternmost street. Other than Gaspar, a fifth RAFB has a slower route usually moving east to west on the northernmost street in the slums. He may also pace along the easternmost street. If Llucas sees an RAFB downed, he will run to tell the other one. Neutralize Gaspar and the fifth RAFB and proceed north toward the rendezvous point, designated Nav point Delta.

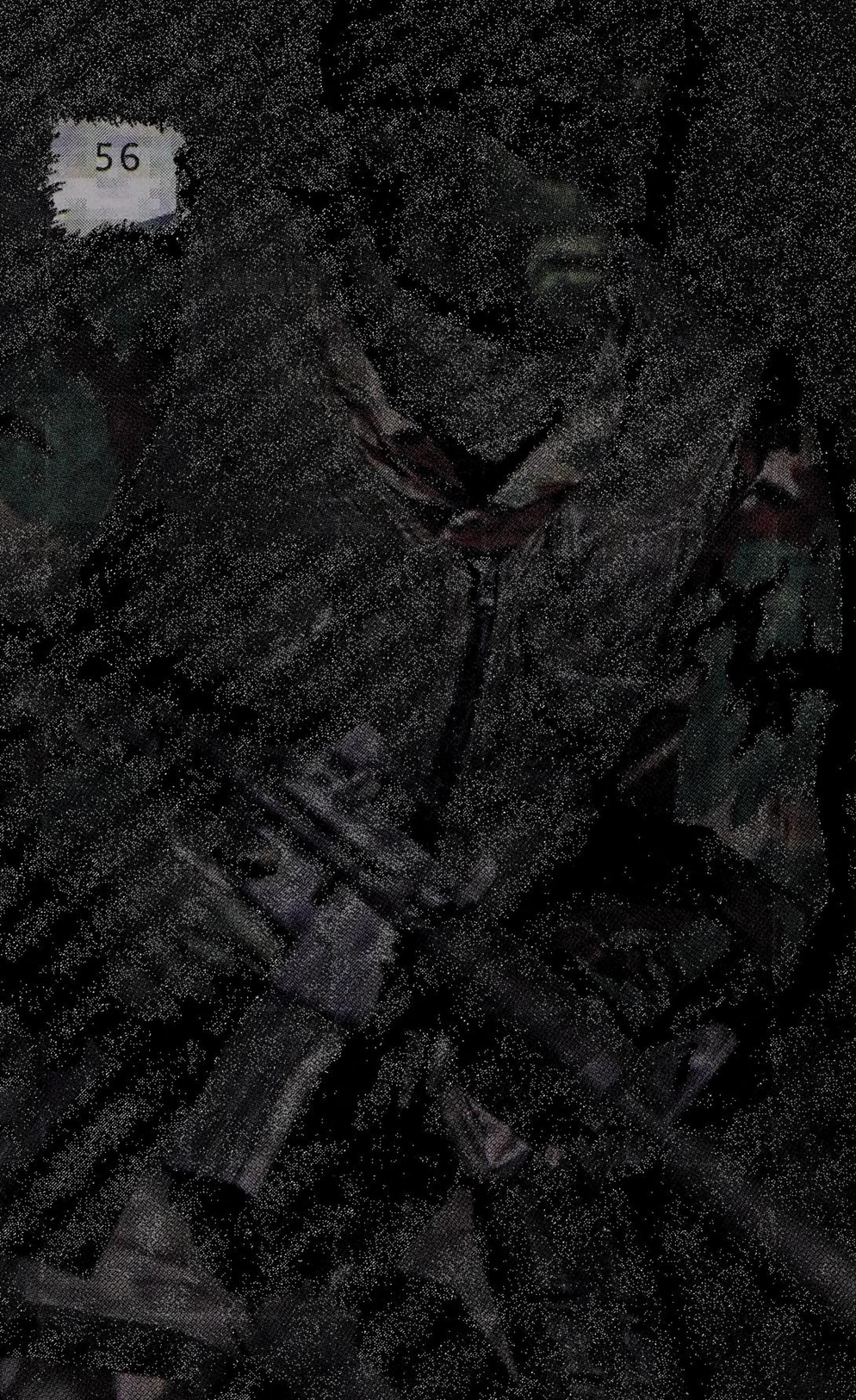
Primary Objective #2

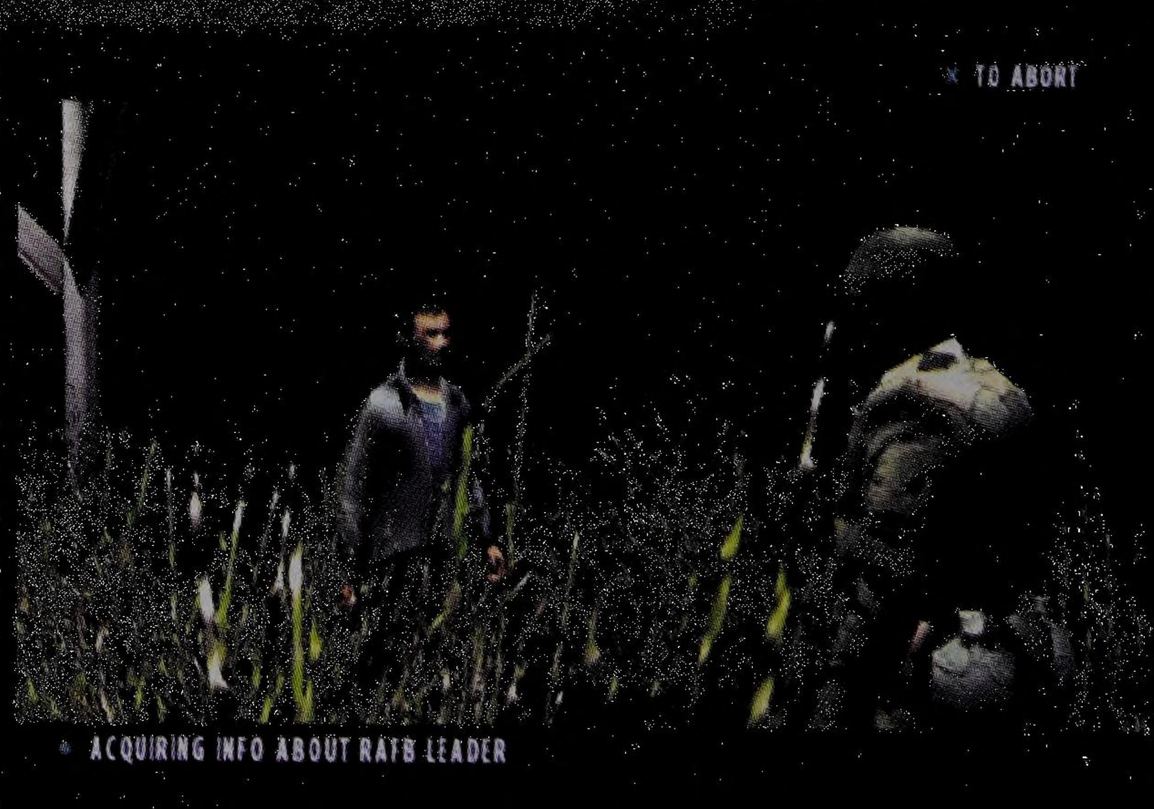
Nav point Delta is in the northeastern corner of the slums, on the second floor behind a gate that SPECTER must open. Go to the second floor. There is a bedroom with double doors to the left of the top of the stairs and an empty room to the right, the latter being the rendezvous point. When SPECTER enters the rendezvous point, a cut-scene ensues, revealing that RAGBAG is being held hostage by two female RAFBs. One woman is named Vidonia, and she has harsh words (and some punches) for the informant RAGBAG, whose sister was killed in a raid. Vidonia suspects something is up because RAGBAG is in the area on the same night that Lucimar, the local cell leader, is to meet with RAFB head Quixada Christo. Unfortunately, a second RAFB named Lionar closes the blinds, through which SPECTER cannot snipe Vidonia. If too much time elapses, Vidonia will kill RAGBAG and the mission will be a failure. SPECTER must lead a cautious raid into the building across the street to neutralize the RAFB and save RAGBAG.



In addition to Vidonia, Lionar and RAGBAG in the room upstairs, there is a third RAFB in the hallway at the top of the staircase. The third RAFB may immediately come from the hallway, down the stairs and into the street, especially if the RAFB have been alerted to Fireteam through gunfire. She may also remain at the top of the stairs. Neutralize her and proceed up the stairs towards two rooms on the right. The room further back is empty, as SPECTER can see through the hole in the wall. Vidonia will stay inside near RAGBAG, while the second RAFB may come out into the hallway and engage. If the door is closed, open it and quickly bounce a Flashbang into the room. It is possible to restrain both Vidonia and the other RAFB soldier this way, without endangering RAGBAG the informant.

Once Vidonia and the other RAFB are neutralized, "RAGBAG" will immediately begin running to a safer point to deliver the intel to SPECTER. This interior location is a few blocks southwest of where he was being held. Follow him. However, it is wise to go ahead of him when he makes the next left and begins to head south towards a truck parked in the road. It may serve to command Fireteam to "Fire at Will" here. There is a building with four windows straight ahead—two on the second floor and two on the third. From the upper left window an RAFB soldier will attempt to gun down RAGBAG the informant. A second window will open—the bottom right—with one more RAFB soldier taking aim. If RAGBAG is killed before he delivers the intel and leads Fireteam through the western portion of the slums, the mission is a failure.



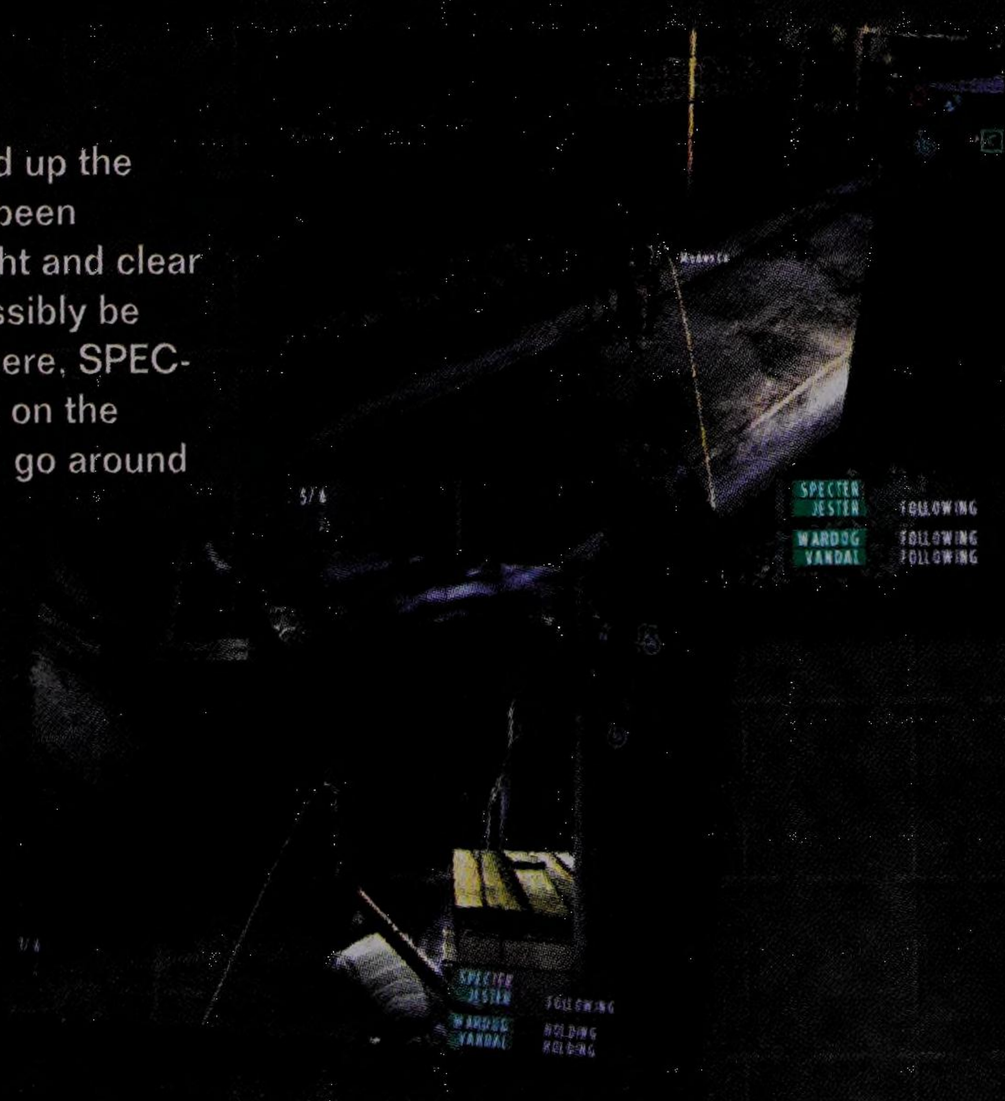


Inside the building overgrown with greenery, RAGBAG thanks SPECTER and informs him that Lucimar will soon be meeting with Quixata Christo. This will happen several blocks to the west. RAGBAG says that he will lead SPECTER there. Previously, Fireteam did not have access to this part of the slums, however, two RAFB have opened a large door blocking the roadway leading to the west. The open door is directly to the right of the entrance to the room overgrown with greenery. Be careful, though, because RAFB may still be in the vicinity of the door, and they will try to eliminate RAGBAG after calling him a traitor.

As the mission intel suggested, RAGBAG is flighty and unintelligent and he may, therefore, bolt towards the western part of the slums and run frantically into harm's way. Keeping RAGBAG allive is the first priority. Unless RAGBAG can be slowed down (try boxing him in by placing Bravo Element in front of a doorway), SPECTER may be forced to tell Fireteam to "Fire at Will" to effectively clear the path of enemies ahead to keep him safe. The road leading to the west is blocked up, and the only path is an alleyway to the left. This path is heavily patrolled by up to six guards on the ground (depending on whether two RAFB are alerted and have joined them from a nearby room) and one or more RAFB on the first or second floor of a tenement along the right side (a TV is visible on the bottom floor of this building). Occasionally, two of the RAFB on the ground may enter the tenement through a window entrance, which SPECTER can also utilize. If RAGBAG is on the move, SPECTER and the SEALs may have no choice but to neutralize them while on the run; keeping RAGBAG alive is the first priority.

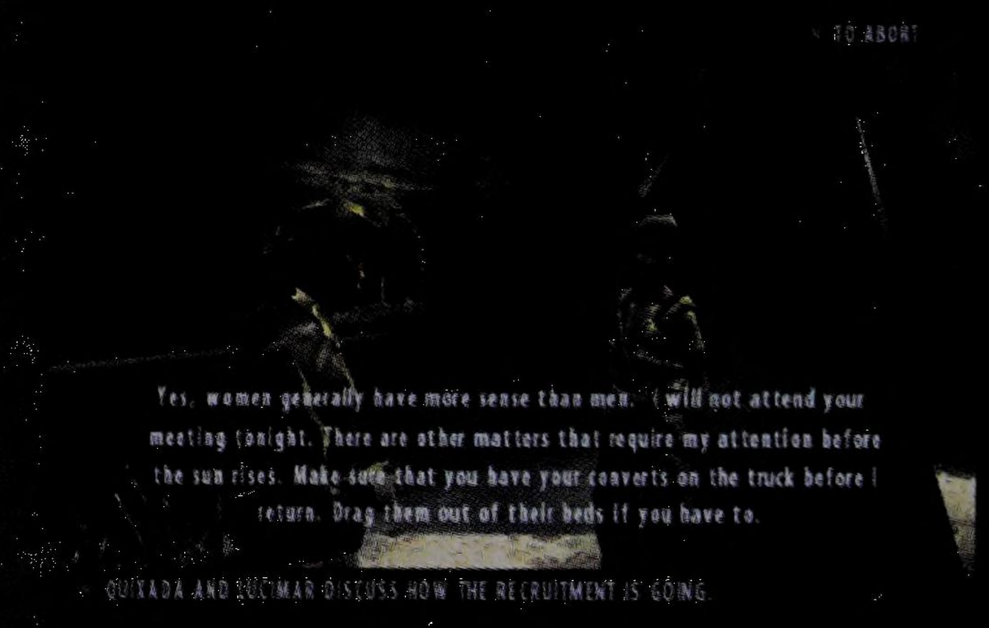
In a cut-scene, two inebriated soldiers (one named Helder) are pestering someone named Modesto for more alcohol, which he will not give them. They soon reflect on how they will unfortunately not be able to rise through the ranks of the RAFB because they are not female. Helder starts to vomit. A third soldier named Joaquin scolds the other two for being drunk and is adamant that they not mention the name of their leader, Quixata Christo, and that she is in the area. They will continue to stand close together at that same point. A fourth RAFB is on the second story of a building, overlooking the three men.

RAGBAG will continue to run through a few doorways ahead and up the road toward the three RAFB soldiers. If the alleyway's path has been cleared, SPECTER can climb into the tenement house on the right and clear it from the inside. There are two ladders, one of which could possibly be used for a stealth kill if the RAFB have not been alerted. From there, SPECTER can continue down the second ladder towards a stone wall, on the other side of which are the four RAFB. SPECTER can climb or go around the wall (the drunk soldiers won't seem to notice) and he can deploy a Flashbang to try to restrain them.



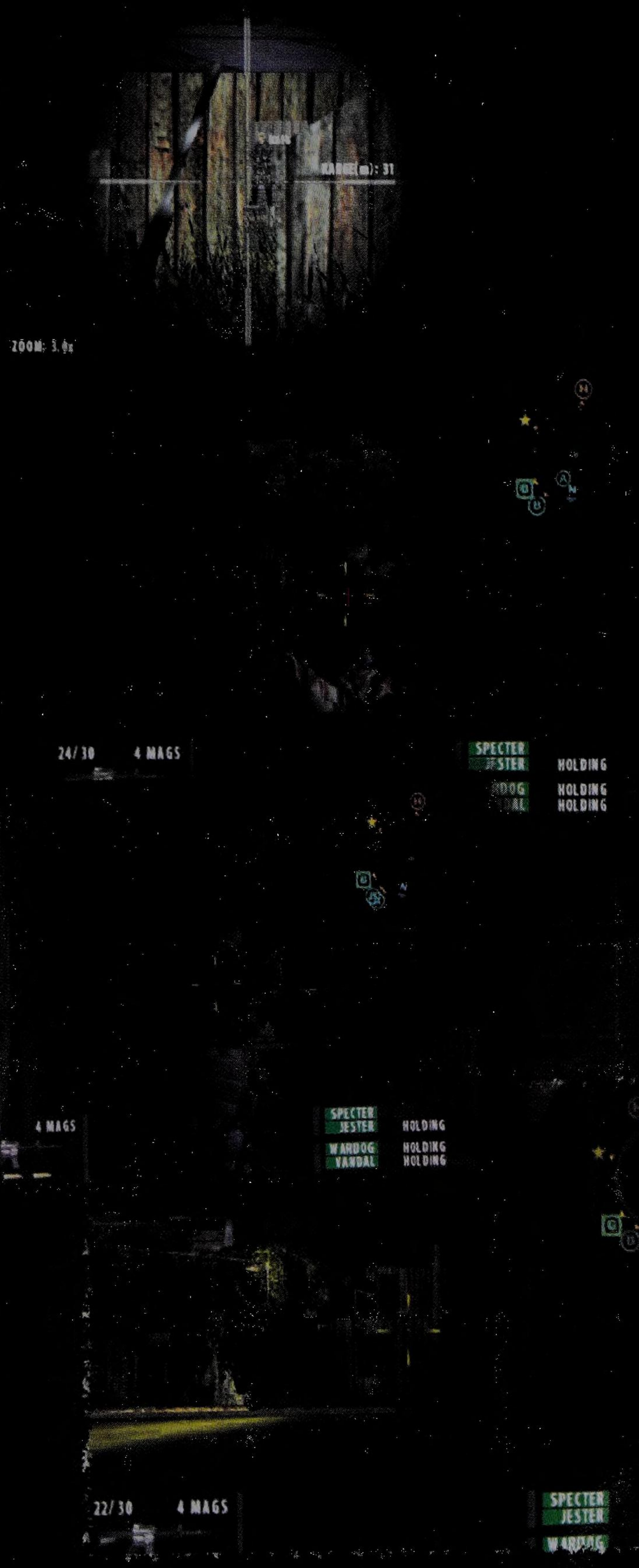
Past the three soldiers the road is blocked, and the only path that SPECTER can take is through an alleyway to the left. It is here that RAGBAG will take his leave of Fireteam. Consider commanding Fireteam to "Hold Fire" if SPECTER wants to attempt to neutralize upcoming enemies more quietly. Directly ahead is an RAFB on the second floor, facing away from SPECTER's only approach. On the ground to the right and out of sight from the alleyway is a second RAFB patrolling a short route, moving route east to west. SPECTER cannot eliminate the RAFB upstairs by stealth since there is no way to get there, and Bravo Element must pass through here to reach the extraction point. Therefore, this RAFB should be neutralized at range. However, the RAFB on the ground can be neutralized by stealth or Flashbang.

Proceed to the large entrance into a tenement nearby, and SPECTER will be in the midst of the meeting between Lucimar (the local cell leader whom Fireteam must restrain and extract) and Quixata Christo, the RAFB leader. They discuss the success of recruiting because of the conditions of the slums, how women tend to take to the training in the jungle more than men, and the fact that the RAFB in the slums could use more weaponry. Christo reaffirms what Gaspar told Llucas in saying that new recruits are to be taken to the jungle training facility by truck. Reaching this point fulfills the two primary goals of locating the leader and eavesdropping on the conversation. Notice that directly outside of SPECTER's position is the courtyard with the angel monument. This square is also the extraction point.

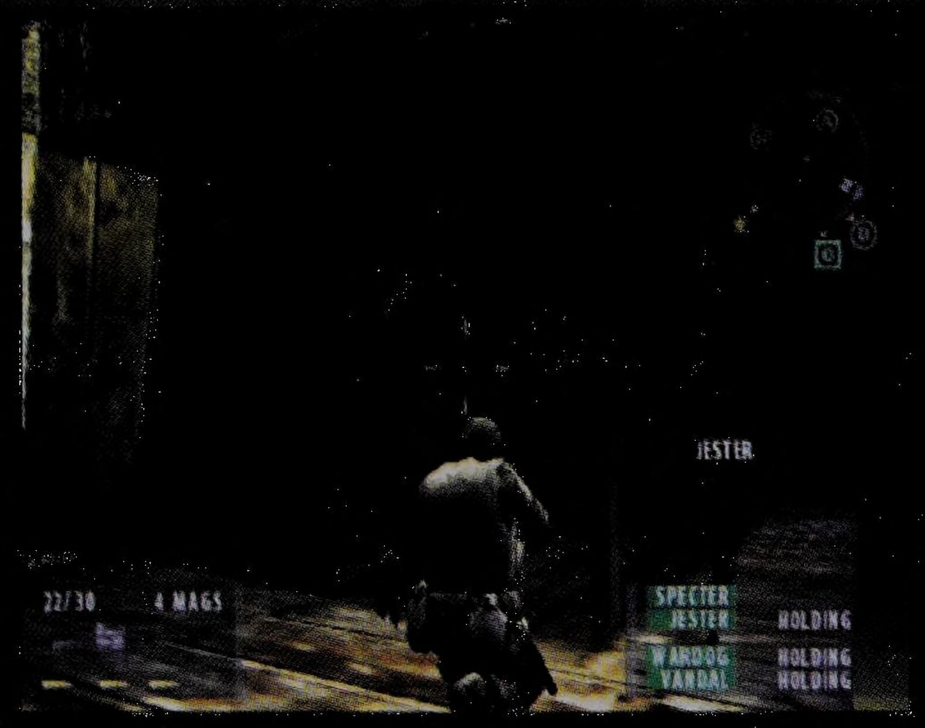


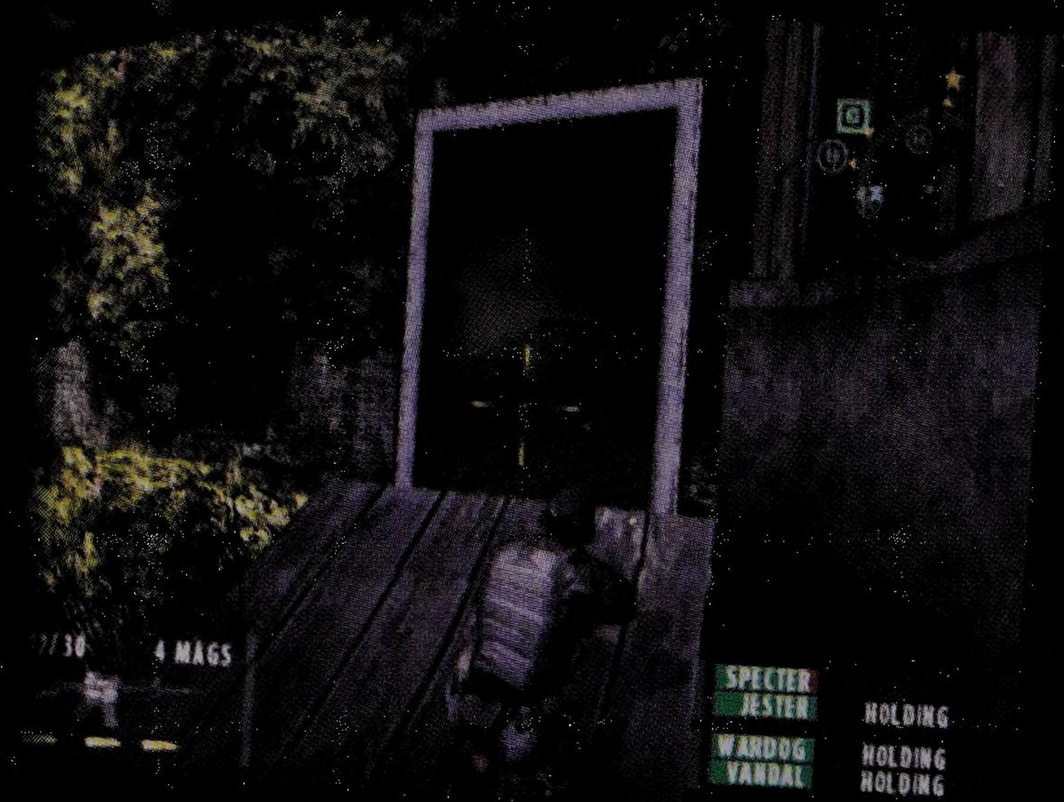
After the meeting, Lucimar will head back to the local RAFB hideout, and Fireteam's next primary goal is to locate it. SPECTER can try to "follow" Lucimar to the hideout, which is directly to the south, but because the front doors are locked, SPECTER must lead Fireteam on an alternate route through two buildings. That route begins by going to the second floor, either by way of the stairs or by climbing up from the pile of rubble. Proceed through the door. If SPECTER can quickly reach the bridge between the two tenements, he may be able to neutralize two RAFB that are closely following behind Lucimar. However, a nearby RAFB out of sight on the left will see Lucimar's entourage under attack and the RAFB will be on alert. Lucimar will then be more heavily guarded at the hideout. Lucimar and the two RAFB will walk if they were not previously alerted. Otherwise, they will run. Proceed through the next door, down two flights of stairs, and then finally outside another door to reach a grassy courtyard.

Quietly move towards the alleyway on the right and notice that an RAFB guard will be facing the opposite direction. Fireteam can proceed towards the hideout on a path to the left, but because the objectives demand that the SEALs keep a restrained Lucimar safe and then extract her, it serves to preemptively eliminate (preferably silently) any threats that might present themselves once extraction is the objective at hand. A second guard may be nearby the extraction site at this point.



There are many different approaches for infiltrating the hideout. Going down the central boardwalk would seemingly put SPECTER in plain view and leave him vulnerable to attack from all sides. Approaching from the left eventually forces SPECTER to get back on the central boardwalk, and it requires the neutralization of one guard. Although still dangerous, wading quietly through the water along the right side leaves SPECTER vulnerable to attack only from his left side, and there is a side entrance that gives Fireteam a superior angle of attack on unsuspecting RAFB enemies. It is, of course, possible that SPECTER can slip into the hideout unseen. Still, it serves to eliminate as many threats as possible prior to the approach, so SPECTER and Fireteam don't fall victim to crossfire on the way to extraction. One enemy can be seen by slowly crawling from the far left side. Neutralizing this RAFB keeps him from immediately manning a mounted turret on the left side if Fireteam is detected. He will not, however, detect SPECTER if he quietly and slowly moves on the right flank to the side entrance. From a position along the main approach and with some primary weapons, SPECTER can see two additional RAFB through two windows. Neutralizing one at this range would immediately alert the other, and it would prove very difficult to eliminate the second guard before he or she moved from the scene. It is much safer to eliminate these two after infiltrating the hideout. However, a more dangerous threat comes into view when SPECTER moves past a row of shacks to the right of the main approach. This RAFB is manning a second machine gun turret mounted at the second floor of the hideout. This gun has a thermal scope, enhancing the chances that the RAFB can distinguish SEALs on the approach at night. This RAFB should be neutralized before proceeding across the right edge of the water. Luckily, however, the turret does not rotate far enough for the RAFB to target the far right side of the water along the wall. Even if they are spotted, this is a preferable approach because the turrets are not a factor.





The right side entrance to the hideout, partially obscured by vines, is through the westernmost shack. The left side has a first-floor entrance similarly covered in vines. If the RAFB have not been alerted, Lucimar and one of her guards may be in the first room on the second floor, and SPECTER or another team member can move to restrain her. If she has been alerted, the RAFB leader will be in one of four rooms further back in the hideout. If there is commotion, additional RAFB may come to the scene from the adjoining room or from the floor below via the staircase to the left. If alerted, the guard in the adjoining room may overturn a table and use it as cover. Another guard may enter from the corridor, where Lucimar retreats.

Primary Objective #3

Hidden Objective #1

If Lucimar is alone, she can be restrained without a Flashbang. Simply restrain her and command her to follow. SOCOM updates SPECTER and says that the immediate objective is extraction, and that a van is ready at the extraction point. However, before leaving the hideout, on the bottom floor is the mission's single Hidden Objective. Retrieve the map of the terrorist drug lab, which is on a table on the left side of the hideout. This should prove useful in the upcoming mission.

Primary Objective #4

The RAFB are likely to be alerted once Lucimar is restrained and is being led to the extraction point. Several RAFB will charge towards the main entrance on the lower floor. An effective method in eliminating these threats to Lucimar's safety is the mounted turret upstairs. Be sure to use the mounted machine gun's thermal scope to detect an RAFB soldier stationed on the second floor of a faraway building slightly to the right.

The rest of the RAFB are likely to engage as SPECTER and Fireteam make their final approach to the extraction point. Command Fireteam to "Fire at Will" to neutralize enemies most effectively. Also, SPECTER can train his crosshairs at points ahead and order Bravo Element to "Attack To/Crosshairs". This paves the way for Lucimar, who, along with SPECTER, can remain safely away from any firefights. Two or three soldiers are likely to engage Fireteam during its approach to the extraction point, and a final RAFB may be difficult to see at the base of the angel monument in the square.

A black van breaks through the gates, and Fireteam and Lucimar make their escape to end the mission.

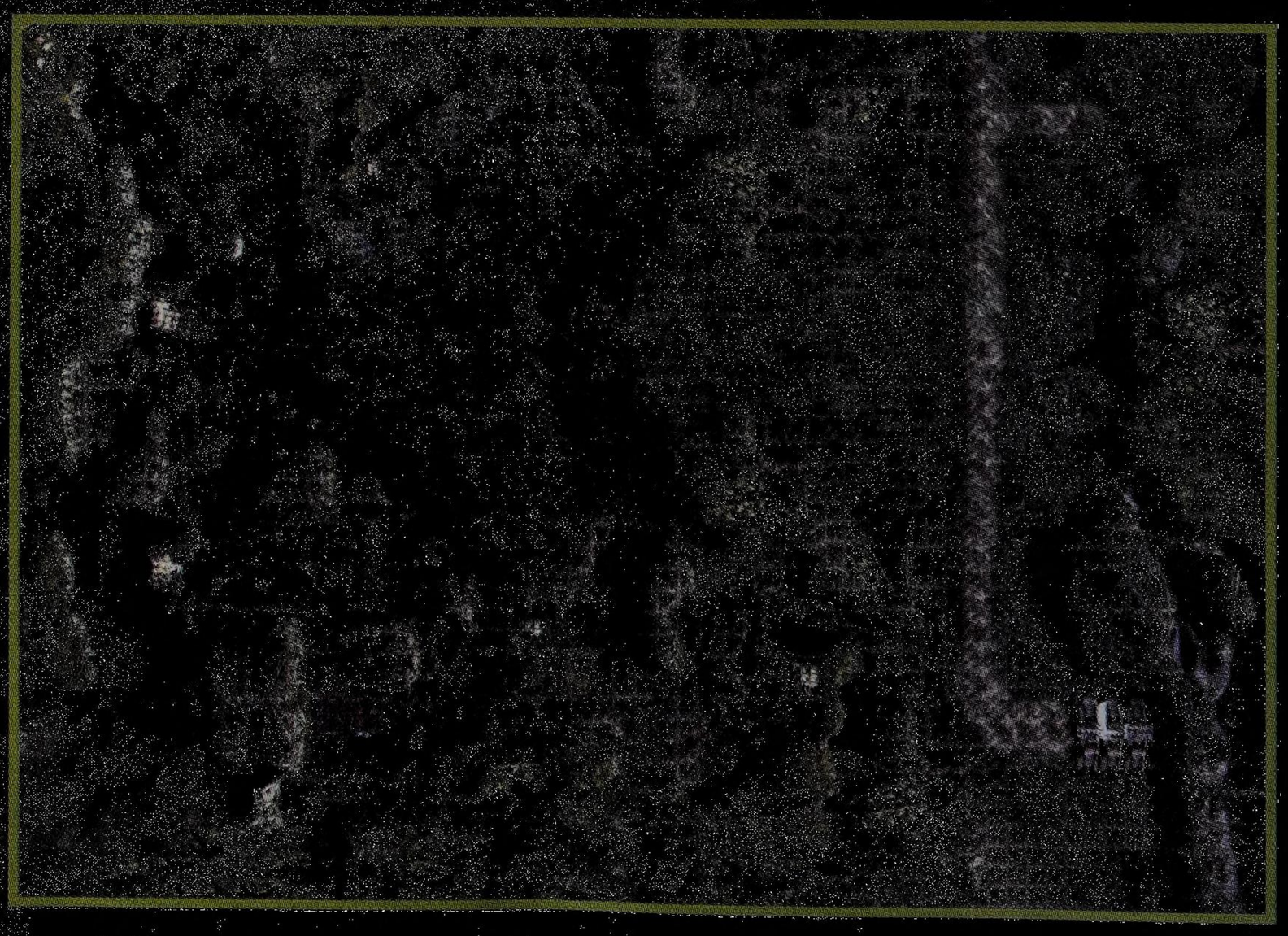
LEVEL 5

OPERATION GOOD NEIGHBORS: STRANGLEHOLD

LOCATION: AMAZON JUNGLE, BRAZIL
ENEMY: REVOLUTIONARY ARMED FORCES OF BRAZIL
OBJECTIVE: CRIPPLE DRUG OPERATIONS AND INFRASTRUCTURE

MISSION OVERVIEW:
After the capture and interrogation of Lucimar, the local RAFB cell leader, SOCOM was able to discover the coordinates of a key RAFB cocaine processing facility. The next mission in Operation Good Neighbors is to quash terrorist activity in this secret drug lab and other nearby facilities. This move is designed to put a stranglehold on the RAFB's drug trafficking, which is its central financial resource. Also, intel has provided word of a plane that will be trafficking drugs from an airstrip in the jungle. Fireteam must either destroy the plane or sabotage it. Because of limited intel, the scope of the mission is to only neutralize the drug lab and the plane-as SOCOM suggests, "Just do the deed and get out". As mentioned earlier, there are RAFB terrorist training facilities in the jungle, and the strength of the troops in the area is unknown. The SEALs would be wise not to engage the RAFB on a large scale, both because the pilot of the plane must not be alerted and take off, and the RAFB has a system of radio communications that can inform others of the Fireteam's presence, directing reinforcements. Discovering this radio frequency will allow SPECTER to track the movements and status of different RAFB installations. Further, the limited intel that does exist was retrieved by a remote control video drone, and it reveals that there is a heavily armed helicopter, another very good reason to take care not to alert the enemy to Fireteam's presence.

Unlike any terrain encountered previously in Operations Rapid Kill and Good Neighbors, the jungle is a natural environment that provides dense cover, ideal for stealthy infiltration. Its hills bisect the flat land to create alternate paths, and the elevation can be used to Fireteam's advantage. The drug lab is likely to be hidden underground in a hillside. Though it is day, visibility is obscured by the thick vegetation, a blessing for stealthy infiltration, but a curse for sighting and tracking the enemy at various ranges. Silence is key, and fortunately the rank and file RAFB soldiers on the ground do not seem to keep close contact with each other. And though it is ideal to remain undetected, the next best thing is to silently eliminate the enemy before he or she can shout or get a shot off. If there is no evidence of a body, then it is almost as good as not being detected in the first place.



Primary Objectives:

1. Intercept Radio Frequency: This can be done at an installation near the insertion point. Using enemy radio channels lets SPECTER listen in on RAFB movements and status. This may prove an invaluable resource.

2. Locate Lab: The drug lab and cocaine processing plant is likely to be underground. It is located in the central south portion of the map, and there are two entrances, a hatch and hidden door.

3. Demo Drug Lab: Fireteam must deploy a satchel in a strategic location (in this case next to barrels of gasoline) to destroy the operational capability of the drug lab.

4. Stop RAFB from Escaping: If Fireteam is detected while infiltrating the drug lab, workers inside may attempt fleeing to the airstrip, in addition to engaging. They must not be allowed to escape.

5. Locate Drug Plane: The plane is on the far eastern portion of the map, near Nav point Delta. It is inside a hangar, along with a large supply of drugs ready for trafficking.

6. Demo Drug Plane: Fireteam must deploy a satchel by the drug supply immediately next to the plane. This will destroy both the plane and the supply.

7. Move to Extract: Extraction near Nav point Whiskey is likely to involve a large-scale engagement with the enemy. Fireteam must signal a helicopter with red smoke for extraction to be initiated.

Secondary Objective:

1. Follow Enemy to Drub Lab Site: One way to locate the enemy drug lab is to follow an enemy on patrol. Enemies in the local area of the drug lab will patrol near the lab entrances.

Hidden Objective:

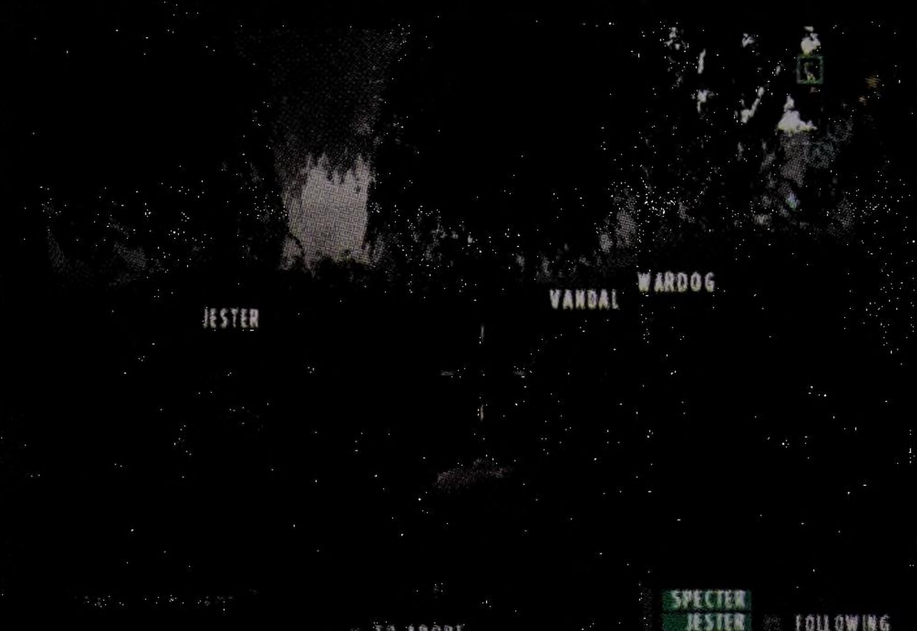
1. Find Bomb Schematic: Located in the corner of the drug lab, this document indicates that the RAFB is planning on making and using a bomb, although SOCOM is not sure for what purpose. The reward is faster bomb disarming times in the following mission.

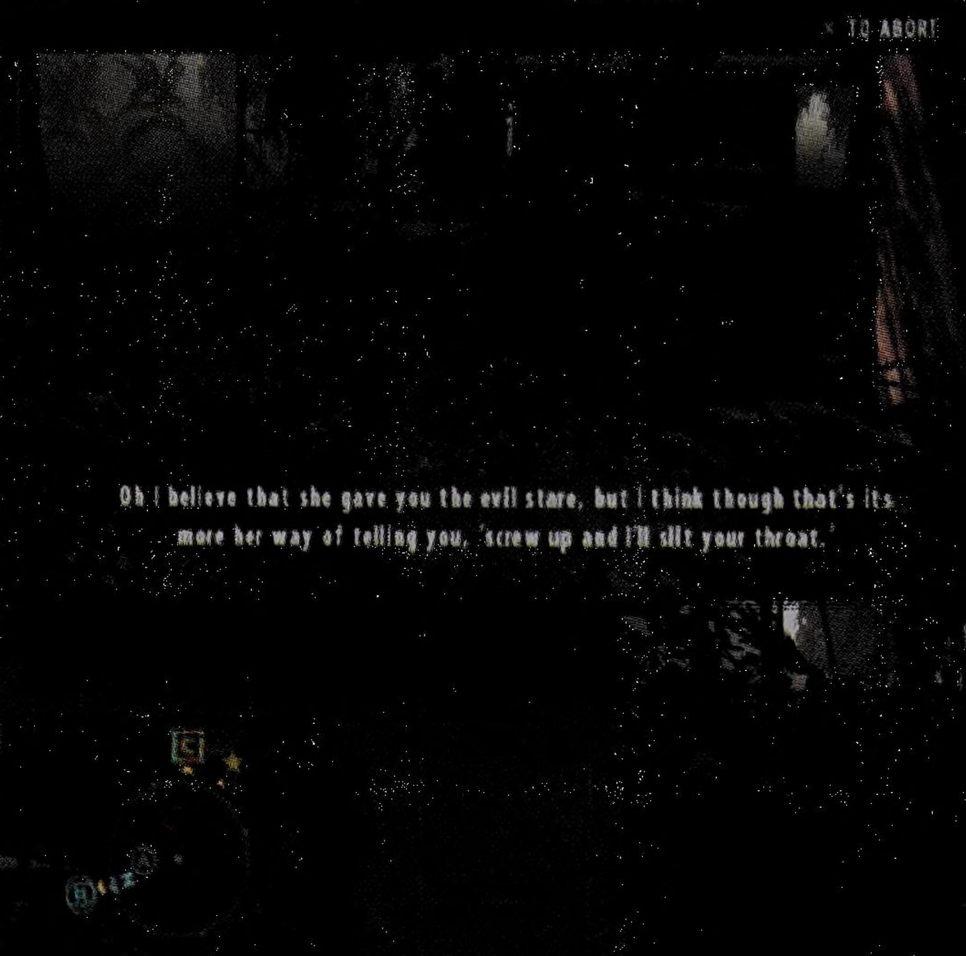
ARMORY

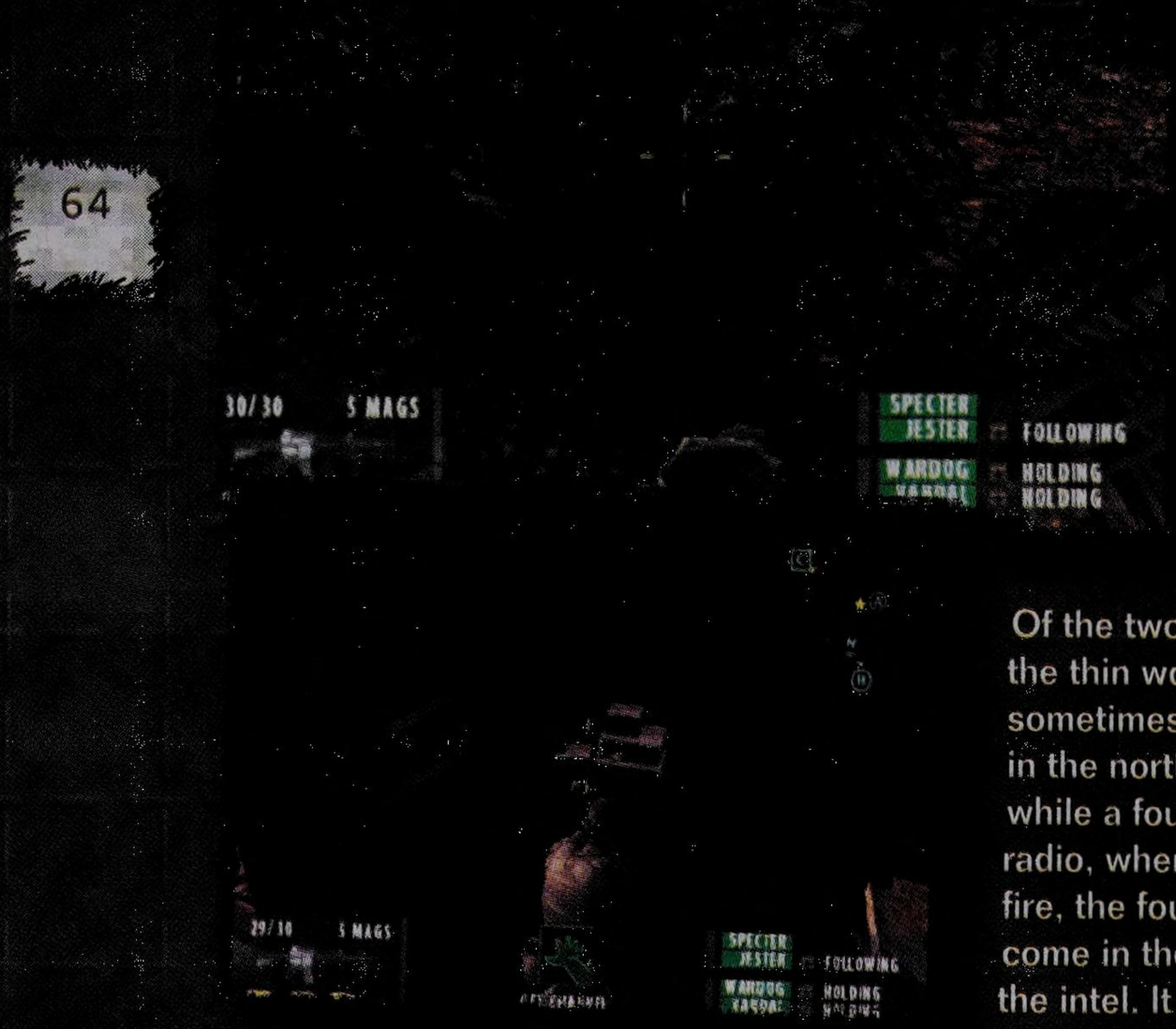
Readily apparent in the default choices for this mission is that JESTER, WARDOG and VANDAL are required to carry a satchel (for the demolition objectives) and red smoke (which will obviously be used during the extraction). Silenced primary and secondary weapons are a must because of the necessity of remaining undetected. As usual, the M4A1 SD is an ideal choice, as is the HK5 SD. SPECTER has several open weapons slots. Before considering 2X Ammo, keep in mind that the RAFB's STG 77s have ammo compatible with the M4A1.

MISSION WALKTHROUGH

Immediately evident at the start of this level is that a river occupies most of the space leading to the first installation, where SPECTER must discover the RAFB radio frequency. Because of the noise, decreased mobility and relative lack of cover that water forces on Fireteam, SPECTER should lead Fireteam on either of the river banks, both of which offer adequate cover. In terms of the primary objective, the path on the left forces Fireteam to either cross a bridge or the river, both of which compromise the mission by increasing the SEAL's visibility. Proceed along the right side. A cut-scene reveals that a male RAFB soldier has delusions of Quixada Christo's attraction to him, and that he's considering a visit to her tomorrow.





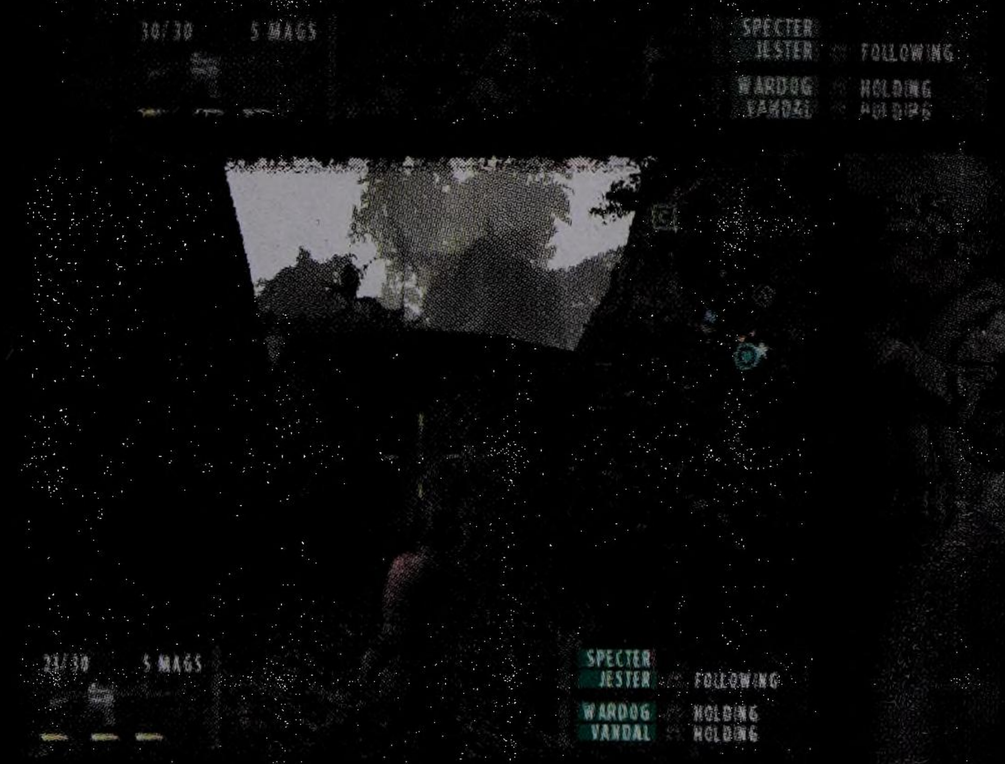


Primary Objective #1

Of the two RAFB that held the conversation, one will patrol a route across the thin wooden bridge, and the other will go behind the installation (and sometimes stroll along the bridge, too). A third guard is manning a turret in the northeast corner of the building (and glances behind on occasion), while a fourth guard has a route that goes inside for a check-in with the radio, where SPECTER must pick up the radio frequency. Hearing any gunfire, the fourth guard will move to the radio and call for back up, which may come in the form of the attack chopper that the video drone reported in the intel. It is possible to infiltrate the building without neutralizing any of the guards, but it is very difficult and risky. The next option is to neutralize one or possibly two guards (silently, of course, before they can get a shot off) to allow SPECTER an opening to make it to the radio undetected. Once the radio frequency is obtained, SPECTER will hear various sectors checking in. Be sure to shoot the radio and destroy it, so that RAFB patrolling the area may not be able to use it.

There is a second installation ahead to the southeast, up upon a hill and further down the riverbed. This installation does not have any tactical significance for Fireteam and can therefore be bypassed. Its mounted turret makes an approach from the west along the river ill-advised. But the greatest danger of this second installation is having the two soldiers stationed there radio in to report gunfire to the lab or other sectors. This may result in the drug plane and/or helicopter taking off and mission failure. There seem to be no conversations to be overheard here, either.

Along the left bank of the river, the path forks with one passage going to the right (staying along the river and then going inland) and to the left (going inland between a series of hills). Several guards will patrol these two paths with both clockwise and counter-clockwise routes. It is difficult to avoid the guards on both forks and to hide the evidence of any neutralized enemies. SPECTER is therefore fortunate that there is a path up a hill that runs parallel to the left fork. This area is more lightly patrolled than the paths (there are sometimes two RAFB), and disposal of bodies is less of an issue. Notice that to the left there is a tower. On that tower is a mounted grenade launcher, overlooking an area with a flurry of RAFB activity. Cross the path when no guards are in sight and continue heading south. Stay to the right of large rock and Fireteam will come in contact with a structure.



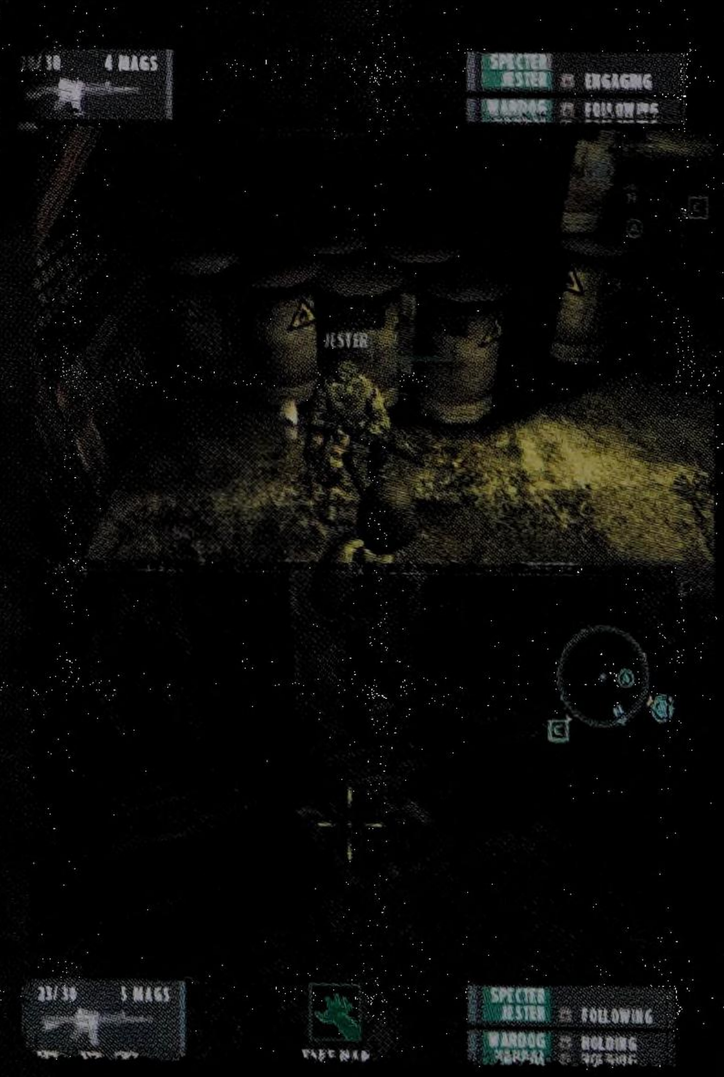
There are two RAFB patrolling this structure, one of which may walk towards the hill. Because there is little cover for the whole of Fireteam to safely sneak past this structure, neutralize them both before they can get a shot off or alert anyone. SPECTER can climb the hill bordering this facility to get a good shot at the RAFB in the tower, who is manning the mounted grenade launcher turret. There is no tactical reasoning to do so: proceeding along the right rock wall the facility, Fireteam is safely out of the grenade launcher's range.

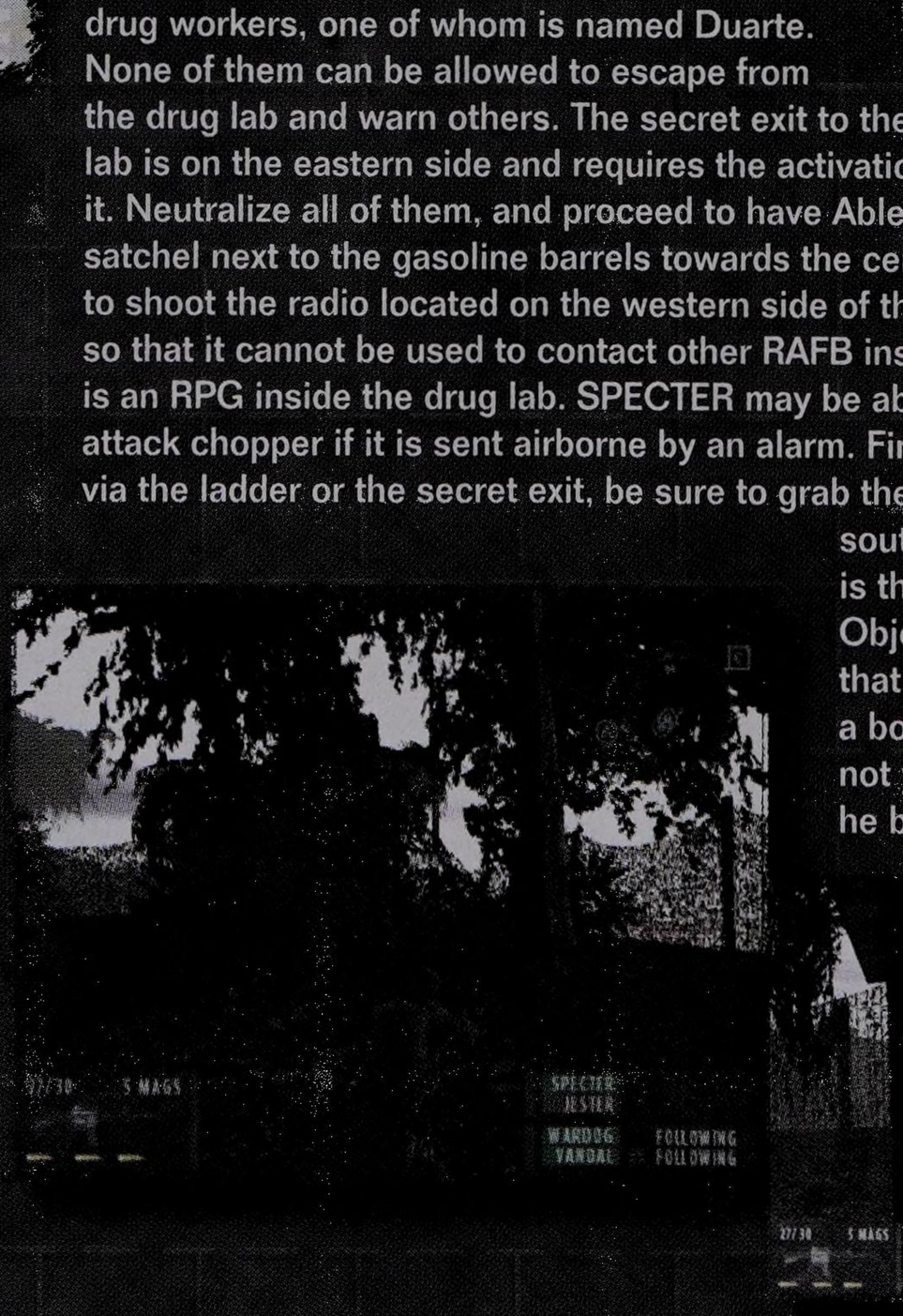
Primary Objective #2

There is a third installation near the tower, and it is occupied by two RAFB, one of which is stationed under an awning while the other has a short route to and from the structure. A third RAFB may approach from the east. It is perhaps safer to neutralize all RAFB in this area rather
than try to bypass them.

Primary Objective #3-#4
Hidden Objective #1

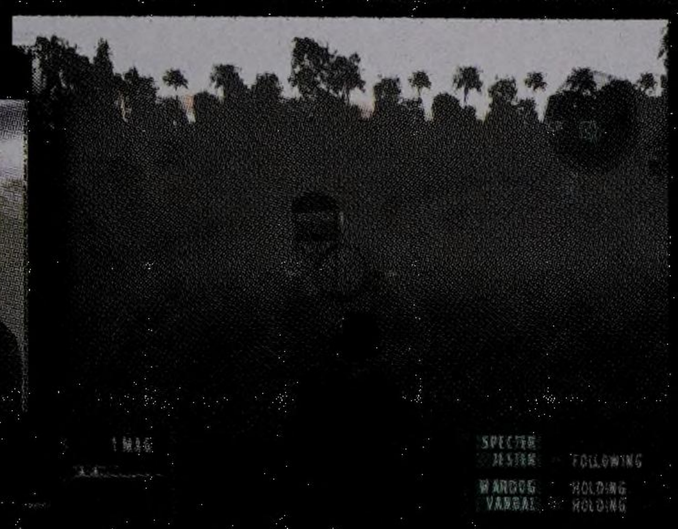
Inside the drug lab, there are five RAFB and drug workers, one of whom is named Duarte. None of them can be allowed to escape from the drug lab and warn others. The secret exit to the drug lab is on the eastern side and requires the activation of a switch to operate it. Neutralize all of them, and proceed to have Able or Bravo Team deploy a satchel next to the gasoline barrels towards the center of the lab. It also serves to shoot the radio located on the western side of the lab (near the gas barrels) so that it cannot be used to contact other RAFB installations. Notice that there is an RPG inside the drug lab. SPECTER may be able to use it to eliminate the attack chopper if it is sent airborne by an alarm. Finally, before leaving either via the ladder or the secret exit, be sure to grab the bomb schematic in the southeast corner of the lab. This is the mission's only Hidden Objective. SPECTER surmises that the RAFB is constructing a bomb, and although he does not yet know for what purpose, he believes they'll find out soon.





Northeast of the drug lab is a fourth installation, inside which are two RAFB and a machine gun turret. Neutralize both and take the M4OA1 sniper rifle and ammo. The M4OA1 is not silenced, but it does have a scope with two levels of zoom. It should prove useful in the section just ahead.

From this point there is a long downward approach to Nav point Delta, where the plane is located. Proceeding down the hill, the attack helicopter will automatically make its rounds and search for enemies. Be sure that Fireteam seeks cover intelligently as soon as possible. There will be times during which the helicopter will leave the immediate area, allowing Fireteam to advance. However, it may be most effective to try and shoot the chopper down quickly. Also, be advised that three guards may come from behind the team, creating a potential threat if they have not sought cover. Also, two or more RAFB may be on the road ahead. They should ideally be neutralized without them shouting or firing their weapons. Using the mounted turret may help eliminate the attack chopper.



Primary Objective #5-#6

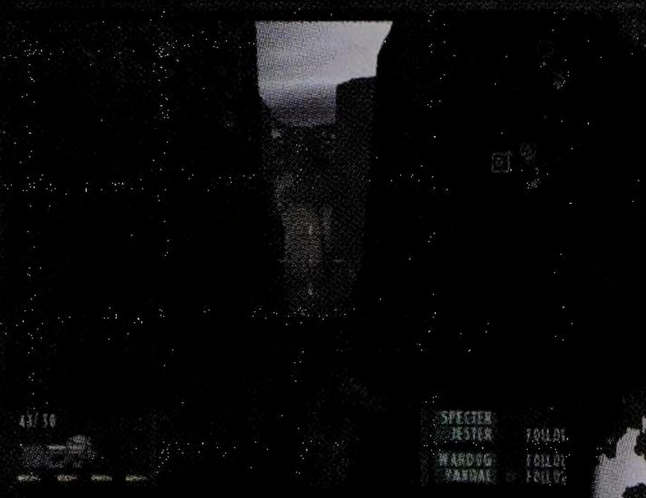
Once Bravo Element is in position, move Able Team to the hangar where the cargo plane is located and proceed to deploy a satchel near the drug pile, as suggested. Move Fireteam away from the hangar for the demolition to occur.

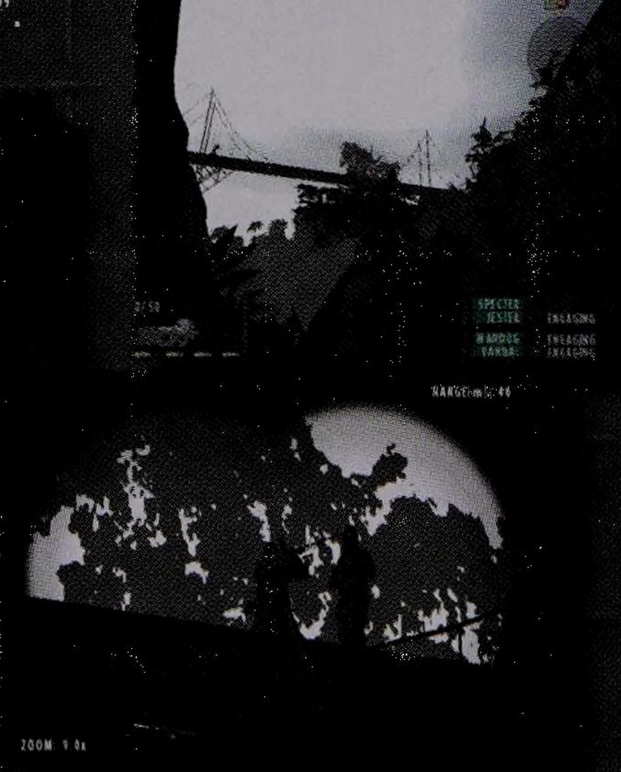
Another cut-scene appears and suggests that SPECTER and Able take position on the ridge overlooking the final portion of the mission, offering cover fire for Bravo Element as it moves towards the plane. This is not mandatory, but SPECTER can move to this location, ideal for sniping, and command Able Element to "Overwatch" and Bravo Element to "Move to/Delta". The first goal is to eliminate the threat that is in the tower ahead. Next, watch for RAFB (there will be several) and eliminate them. Use the scope to get a sense of the location of the plane.

Primary Objective #7

At this point, with the demolition objectives completed, it is time to move to extraction. The extraction site, designated Nav point Whiskey, is further than it may appear since Fireteam must go north along a canyon route and then double back to deploy the red smoke to mark the site. SOCOM suggests that several hostiles have filtered into the area, so be prepared for firefights. The M4OA1 continues to be useful in taking out enemies at range, but also consider taking a downed enemies assault rifle. Obviously, the area is bisected by the runway for the plane, and the runway offers no cover. Fireteam should continue along the right edge of the runway, using cover intelligently, and then follow the canyon that leads east towards the extraction point. Once in the canyon, several enemies may approach from the rear. Command Fireteam to "Fire at Will".

Keeping an eye on the enemy's coming from behind, progress towards the extraction point: the right path at the fork is a more direct route. There will be several enemies that attempt to man the turrets on the bridge ahead. Eliminate them long enough for Fireteam to get under the bridge, where the RAFB cannot effectively target them. SOCOM operatives from a helicopter will radio in and extract Fireteam once SPECTER has ordered the deployment of red smoke near the extraction zone. The helicopter dispatches an RAFB and then the extraction is complete. The RAFB's central financial resource has now been crippled, and its rate of growth is bound to slow. But the organization's leadership is still in place, and the RAFB remains a strong threat to the Brazilian government, particularly with the possibility that it may be developing a bomb.





LEVEL 6

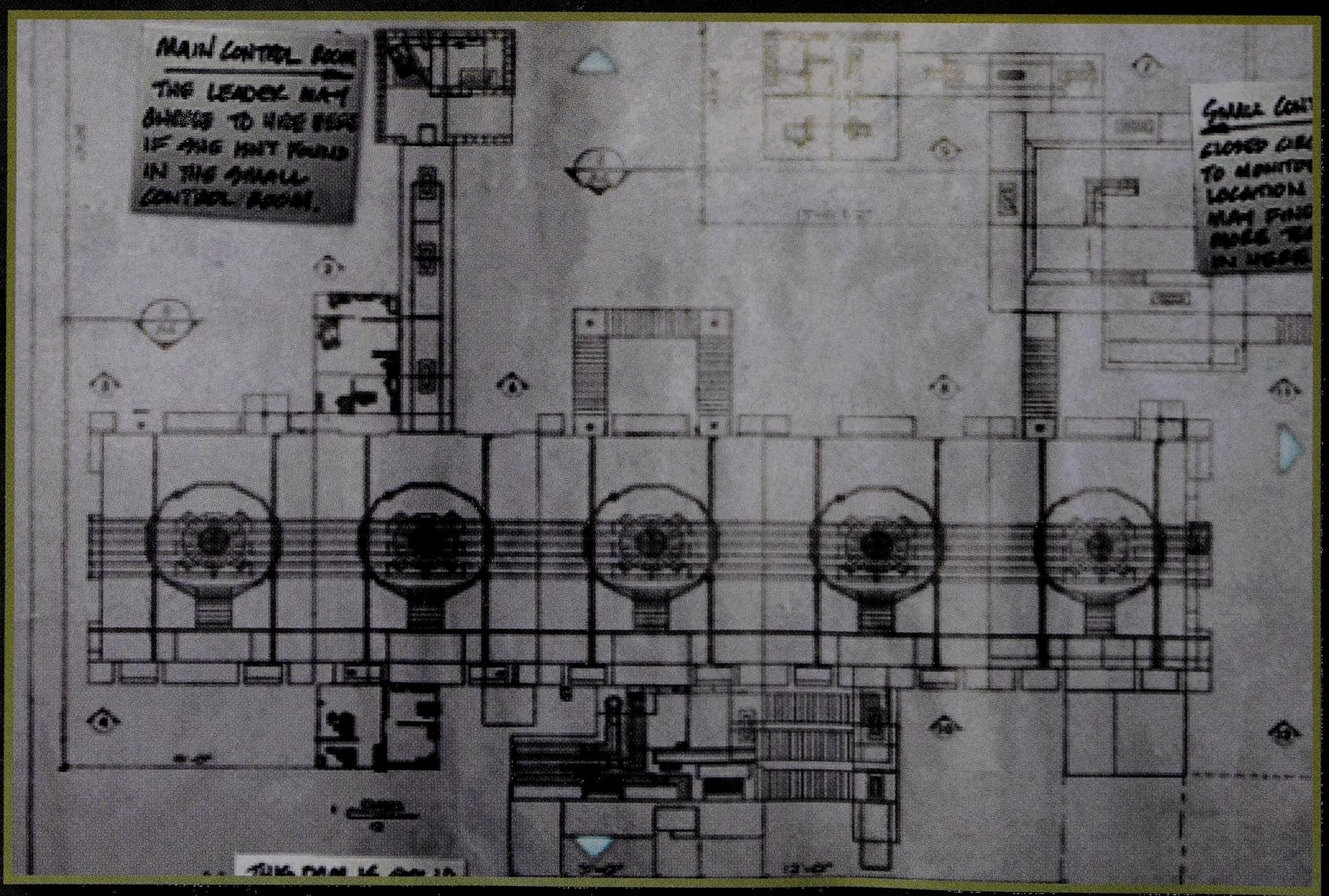
OPERATION GOOD NEIGHBORS: HYDROELECTRIC

LOCATION: GRAND PARANA DAM, BRAZIL
ENEMY: REVOLUTIONARY ARMED FORCES OF BRAZIL
OBJECTIVE: PREVENT DESTRUCTION OF THE GRAND PARANA DAM

MISSION OVERVIEW:

Despite financial and manpower setbacks caused by Operation Good Neighbors, the Revolutionary Armed Forces of Brazil have mustered enough resources to seize Brazil's Grand Parana Dam, the largest hydroelectric power plant in the world. It is an important facility to the economy, because it provides valuable hydroelectric energy (sometimes for export), supports a large number of jobs, and fosters a popular water recreation area. With a vision of ruling Brazil, the mentally unstable RAFB leader, Quixada Christo, confirmed the siege on Brazilian television, and satellite imagery suggests that the RAFB was able to drive in three trucks' worth of explosives to back up their threats of destroying the Grand Parana Dam. The demands of the RAFB are the resignation of Brazil's Chief of State, the release of captive RAFB soldiers, and the refurbishing of its lost finances (a result of the Stranglehold mission). The deadline for these demands is midnight, tonight.

However, with the assurance of SOCOM, the Brazilian government is not negotiating with terrorists. Rather, the SEALs will be sent in to ensure that all bombs are disabled and that the dam is not destroyed. They are also tasked with neutralizing the charismatic Quixada Christo, under the assumption that without his leadership the RAFB will fizzle. Apparently because of the importance of the dam and their belief that the Brazilian government will accept the demands, the RAFB is not expecting the SEALs to attempt to infiltrate and neutralize terrorist operations and personnel. At least initially, stealth is a powerful weapon in this mission. Failing that, aggressive use of force must ensure that there is not a catastrophic explosion of the Grand Parana Dam.



Primary Objectives:

1. Insert Into Area: The insertion point is a building just outside the main entrance to the dam. Again, avoiding detection will be a great aid to the success of this mission.

2. Infiltrate Dam: Move from the insertion point through the main entrance to the dam. However, Fireteam will be pitted against a closed circuit video system at the insertion point. A stealthy insertion means that Fireteam can prey on unsuspecting RAFB.

3. Secure Dam: All RAFB operatives inside the dam must be neutralized for the mission to be completed. The RAFB outside the main dam entrance are not included in this objective, so it is better to circumvent them.

4. Disarm All Explosives: The RAFB was able to construct three large bombs. However, these bombs are placed in strategic locations to cripple the dam's technical and control capabilities and to use the dam's own power source-the dynamos-to help destroy the structure. The bombs are located near the southernmost dynamo, in a corridor to the east of the dynamo area, and the northernmost room on the lower floor.

5. Neutralize Terrorist Leader: Neutralize the RAFB head, Quixada Christo. She is located in the main control room, unless she has been alerted to the "special forces", in which case she retreats to the location of the third bomb.

6. Neutralize Trigger Man: To ensure the lives of the RAFB, obviously not all the bombs are on timers. Rather, Christo has employed a trigger man, or someone who could detonate the bombs remotely once the RAFB have reached a safe distance. However, if his life is in danger, he may remotely detonate one or more of the bombs anyway.

Secondary Objectives:

1. Recon Enemy Patrols: In particular, SPECTER must scope out the pair of guards that patrols the suggested TACMAP path. But it serves to recon the RAFB at the checkpoint and the RAFB on the faraway roof.

2. Secure Dam Workers: These two are located in the southwest corner of the upper floor in the dynamo area. With them is one RAFB.

3. Secure Technicians: The two technicians may be either in the northwest corner of the lower floor of the dynamo area, guarded by one RAFB, or they may be in the central eastern corridor of the dynamo area's lower floor, near the bomb and guarded by two RAFB. Or they may be divided between the two locations.

Bonus Objectives:

1. Infiltrate Dam Stealthfully: This requires that Fireteam not be seen by two video cameras. Also, Fireteam must not be sighted by the patrols outside, who may radio in. This bonus objective is completed once SPECTER makes his way into the entrance of the dam.

ARMORY

Taking place at night, almost all of this mission after the infiltration takes place indoors. The range of combat indoors is a mix of large interiors (in the area of the dynamos) and close quarters battle in corridors and smaller rooms. Again, silence and stealth are of paramount importance in ensuring the total success of the mission. If stealth is the highest priority, the M4A1 SD and HK5 SD silenced assault rifles are wise choices, as usual, perhaps more so than the SR-25 SD silenced sniper, because its range (and the handicap of its single fire rate) may be wasted on potential close quarters battle. Equipping WARDOG or VANDAL with the SR-25 SD may be a wise choice if SPECTER plans to use Bravo Element in those times that sniping is effective. If Fireteam anticipates being detected and the eventual breakdown of its stealthy infiltration, the M60E3 is a powerful choice.

MISSION WALKTHROUGH

Secondary Objective #1

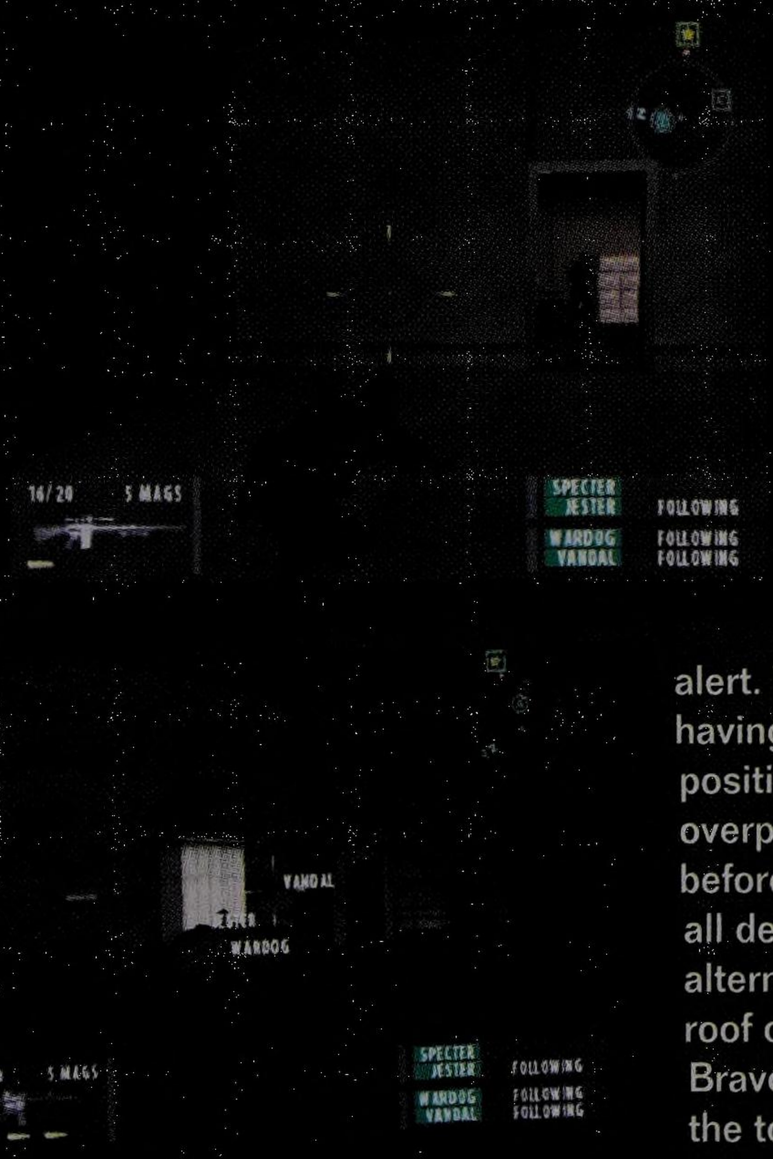
From the insertion point of the mission, the TACMAP lays out a clear path for the stealthy infiltration of the outer building. Essentially, this path suggests using cover to make a direct approach and head due east along the south wall, and then due north in and out of the shadows of massive pillars of the dam. Before approaching, an immediate secondary objective is the recon of enemy patrols. View their patrol routes (specifically, the paired RAFBs) through a scope or binoculars to achieve the secondary objective and, based on their movements, quickly advance along the route. Two RAFB will pair up and patrol the route suggested on the TACMAP, while a third moves in and out of the checkpoint on the road and along a bridge heading north. Also, notice that there are two RAFB on the roof of the building that must be infiltrated. It is possible to eliminate the lone guard while she is in the checkpoint station and then move across the bridge, but doing so subjects SPECTER to being seen by the RAFBs on the roof. One is stationed inside a control room, while the other paces east to west outside on the roof. It is very difficult to eliminate them without a sniper rifle, making the suggested route the preferred path for infiltration. Also, the lone guard in the checkpoint occasionally radios in.

The three RAFB patrolling the grounds outside the dam need not be eliminated to complete the final objective of securing the dam. Therefore, it is advisable to proceed along the suggested path, leaving them unharmed, and then listen to SOCOM's advisory about when to move in and out of the shadows of the dam's large pillars. SOCOM will advise on when to move because it is using satellite thermal imaging to track the position of RAFBs outside. It is best to risk moving the whole of Fireteam when the pair has headed south or west toward the checkpoint and have turned their backs to the pillars. Interestingly, if SPECTER's timing is right, he can overhear a strange conversation between the paired RAFB about jumping while inside a falling elevator. This will occur near the building to the west of the dam, where SPECTER must gain entry to infiltrate the plant. Be sure to stay in the shadows during the approach, as the sniper on the rooftop remains a threat.

Special Forces.

Primary Objective #1

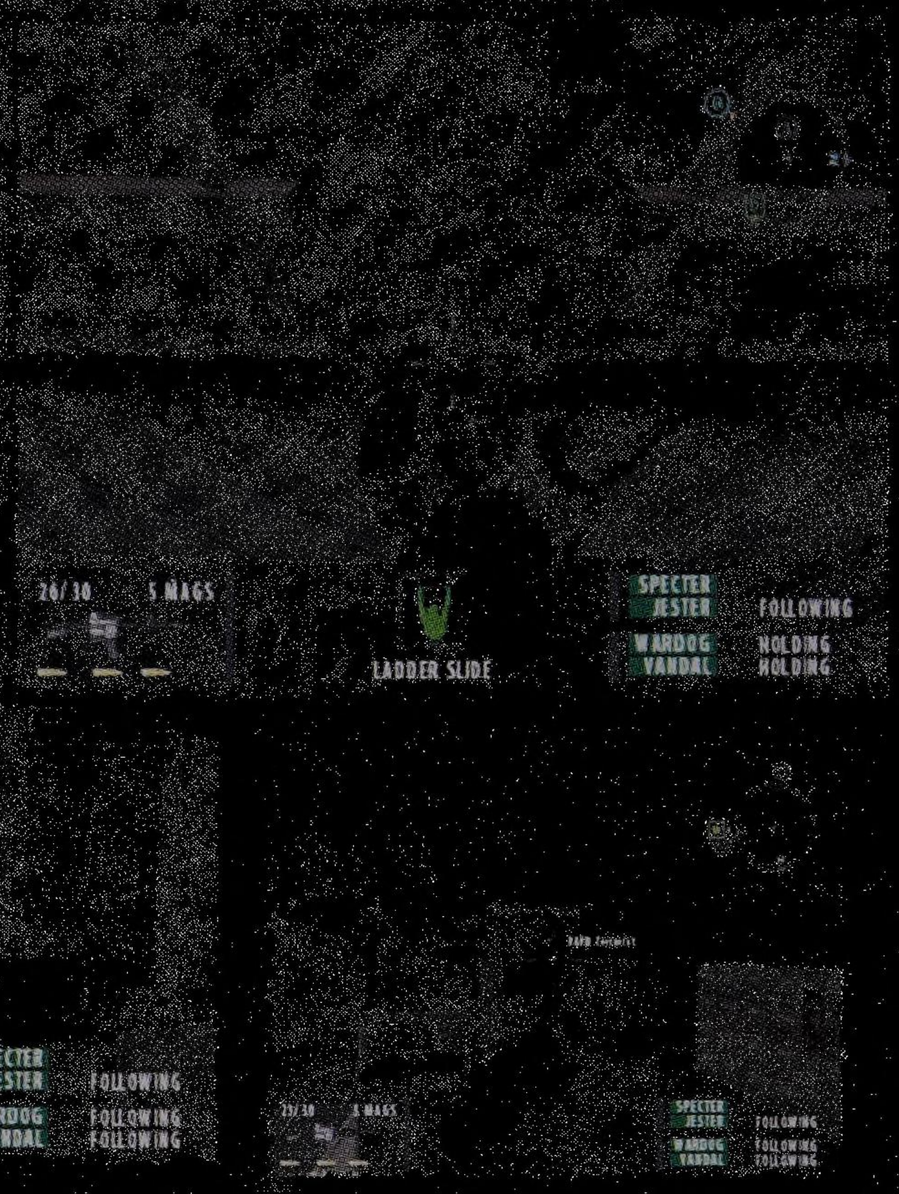
As JESTER suggests, it is wise to disable the cameras of the dam's closed circuit video system. Simply neutralizing the two cameras lets Fireteam attain the goal of stealthily entering the dam. If they do not, a cut-scene will show an angered Quixada Christo, who will move to a more secured interior location in the dam rather than her original one in the control room. First, before entering the air processing facility, notice that there is a security camera directly to the north, at the entrance to the dam behind the fence. It will be difficult for the SEALs to remain undetected unless this camera is destroyed before they re-emerge from the air processing facility. Destroy it. Now, quickly enter the building on the left via the door on the southern wall. There is no camera monitoring the first corridor. Close the door behind Fireteam. Carefully move to the entrance of the second, larger room. There is a camera monitoring this room, and it is located along the east wall high and to the right. Destroy it, preferably by silent gunfire. Moving to the staircase across the room signals the successful insertion into the area. If Fireteam is spotted, Quixada Christo will move from the control room to a more remote location with the third bomb. She begins a countdown, an added adversity for the SEALs.



Open the door to the right of the top of the staircase, and SPECTER will be thrust into a tricky situation. In the room to the left is one RAFB that moves on an arc east to west. A second guard moves in between the room on the left and another adjoining room to the north. In the adjoining room is a third guard that moves within the room and then to a doorway that leads to a staircase outside on the eastern side. Neutralizing any one of them while in another's line of sight will put them on alert. The most direct solution to this situation is having Fireteam follow, making sure they are in position, and having them "Fire At Will", thereby overpowering each of the enemies serially before they can shoot back. However, to avoid all detection whatsoever, it may serve to take an alternate route. There is a ladder leading to the roof on the right. Close the door and command Bravo Element to "Hold Position" out of sight at the top of the staircase (also consider ordering Bravo to "Fire at Will" in case guards come in from outside), and wait until the RAFB in the room to the left first turns his back and heads east. Quickly move with JESTER up the ladder to the roof, where, again, there are two guards. It is possible to move the entire team, but more risky. Keep in mind that if the enemy fires a shot, RAFB from other floors may come to that location.

Primary Objective #2

SPECTER can neutralize the rooftop sniper at range from behind, but keep in mind that this sniper occasionally radios in. SPECTER can forego neutralizing the second guard in the control room to the west, although it is an easy stealth kill. Now descend the ladder on the east side of the building, careful to check below; again, a guard in the adjoining room has a patrol that brings her outside the doorway. Entering from this angle, it is perhaps easier to get a visual on the two RAFB that enter this room. Use the peek function to eliminate both as they come into view. Move into the room and then peek around the corner to eliminate the last of three guards, who is moving in the first room. The path is now clear for Bravo Element. Order Bravo to "Hold Fire" if they were previously ordered to "Fire at Will."

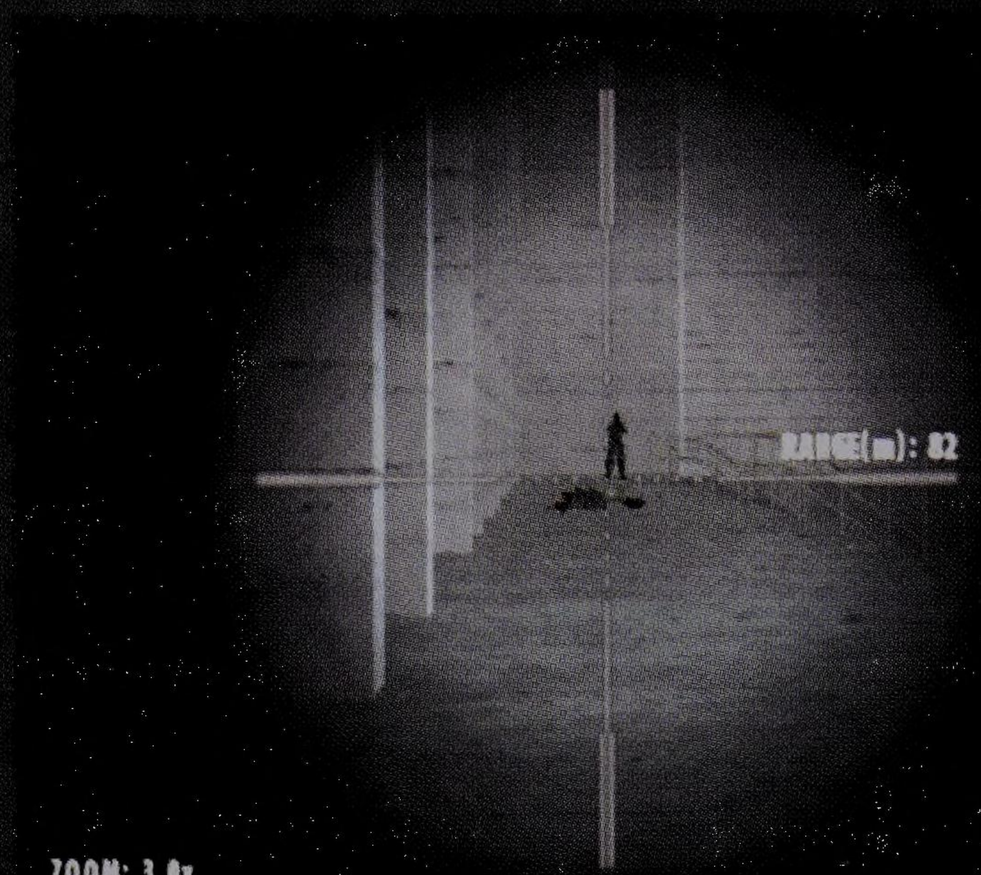


Hidden Objective #1

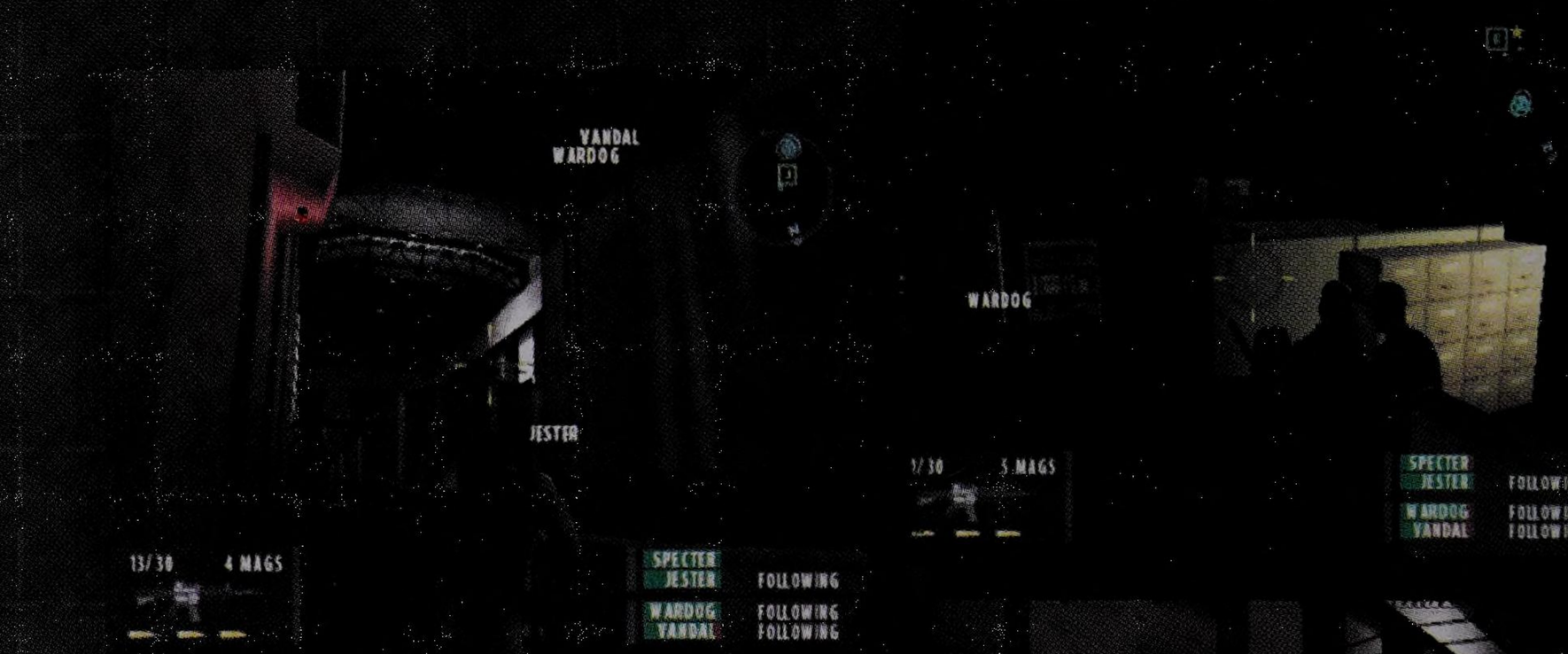
As long as the video camera outside the entrance to the dam has been disabled, Fireteam can continue to move stealthily towards the next objectives. Enter the dam and go down the stairs to the left. Approach another staircase, but be advised that a patrol will pass the foot of the stairs, and that he also radios in. Be sure to eliminate him when he is furthest out of sight of the large area to the left, which contains both the dynamos and many RAFB. At the foot of the stairs SPECTER will be able to start hearing the ticking of a bomb. It is normally advisable to work from the top down, clearing the upstairs floor and using an elevated position as an advantage against the enemy below. But since there are snipers in either elevated control room to the far left and right of dynamo area, the danger is increased. Still, a logical and time-effective route for completing the mission is working from the top down. This also ensures that no enemies can come from behind.

Secondary Objective #2

With a primary weapon with decent range and accuracy, attempt to eliminate the sniper to the south, if possible. Next, there is a guard about 30-40 meters to the north of the stairs, usually standing still (if he isn't alerted). Also, eventually, an RAFB patrolling the long stairways leading down from the central catwalk may come into view, depending on his patrol route. Proceed to the far south of this floor, where two dam workers are being held captive by a single RAFB. Approach stealthily and consider shooting the RAFB through the glass window, or even the pane of glass in the door. Restrain the two dam workers for their own safety and head north on this floor.



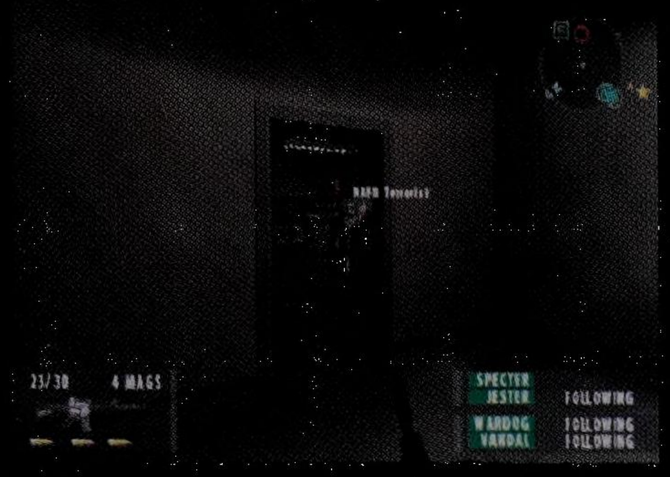
Again, a second sniper may be in the north control room, preceded by an RAFB on the second dynamo from the north. Eliminate them, careful to watch for other soldiers who may be ascending the central stairs. Finally, next to a room to the far north is the last RAFB on this floor. If there is gunfire, he may retreat behind a column near the room, which appears to be empty.



Secondary Objective #3

There are three ways to move downstairs: the continuation of the stairs used to enter the dynamo area, the two long stairways emerging right and left from the centrally located catwalk, and the ladder on the northernmost dynamo. For purposes of safety, this ladder may be the best option because it gives Fireteam a long approach towards the first bomb, and the area behind them is cleared. There are several secondary objectives to complete before reaching the first (and second) bomb on this route, however.

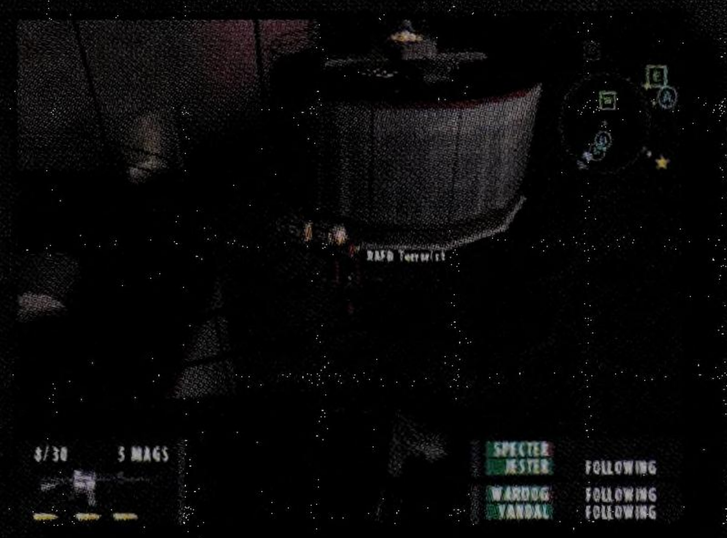
One of these is to save the two dam technicians who are being held captive. They may either be in the northwesternmost room in the dynamo area, or they may be located in an eastern corridor (or they may be split one apiece between them). In the former case, they can be sighted through the glass pane in the door, but the RAFB is out of sight, usually to the left. In the latter case, this corridor leads to the location of the second bomb. There may be two RAFB in the corridor or with the dam technicians, along with the two RAFB who are by the bomb.

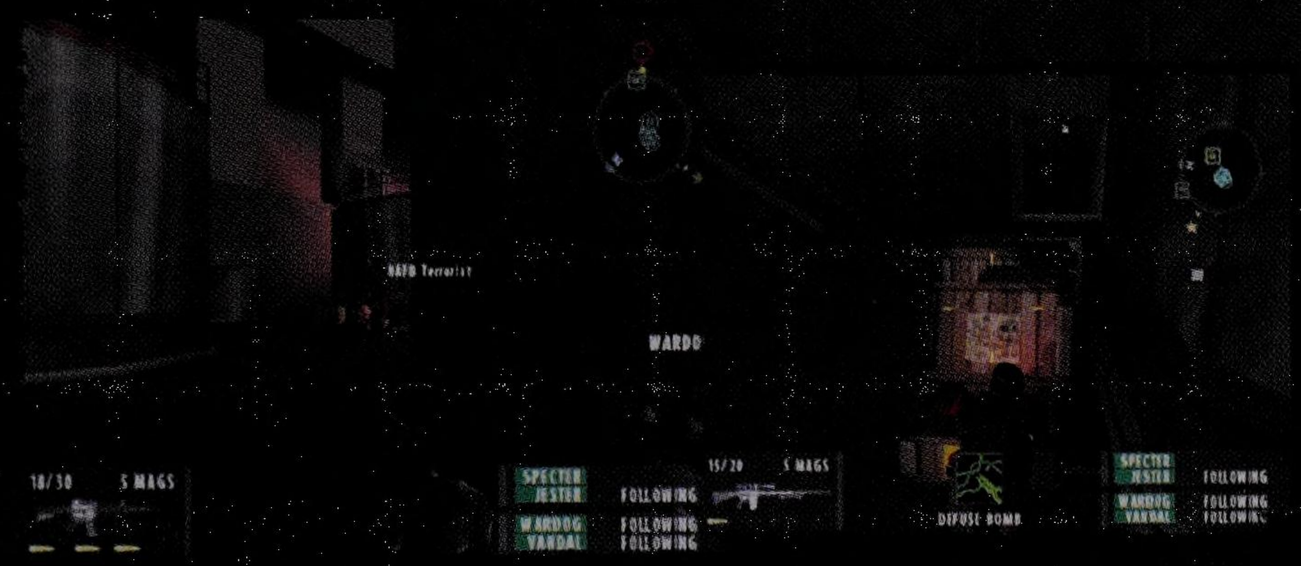


Primary Objective #4

However, be advised that one of the RAFB may have remained in the room at the end of the corridor, along with the bomb and two other RAFB that stand to the right when not alerted. A well-placed Flashbang or grenade can make quick work of them, as it is possible to advance with the whole of Fireteam whether the door is open or closed. This is true only when they are not alerted, however. Neutralize all hostiles and defuse the bomb (considered the #2 bomb).

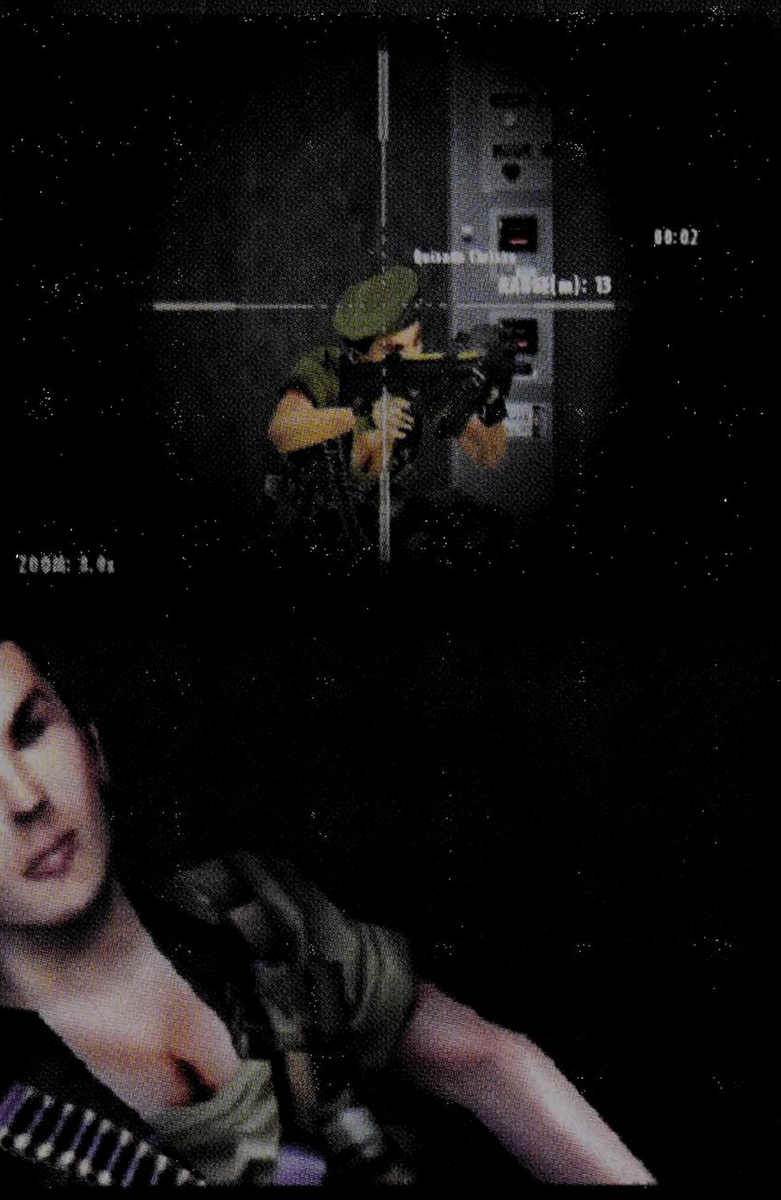
Before moving to the bomb out in the open of the dynamo area, check the central western bathroom for an RAFB, who may have been hiding. Also, before reaching the first bomb moving southbound, there will be a staircase leading to the lower floor. Forego this for a better route ahead. Unless they have been drawn to previous gunfire, there are a few more patrols in the south area where the dynamos are located. This is in the vicinity of the first bomb (#1), which is next to the southernmost dynamo. Neutralize these threats and move on to disarm the bomb, careful not to move until the procedure is complete. Consider moving back upstairs to scout the area from above, eliminating hostiles at a downward angle.



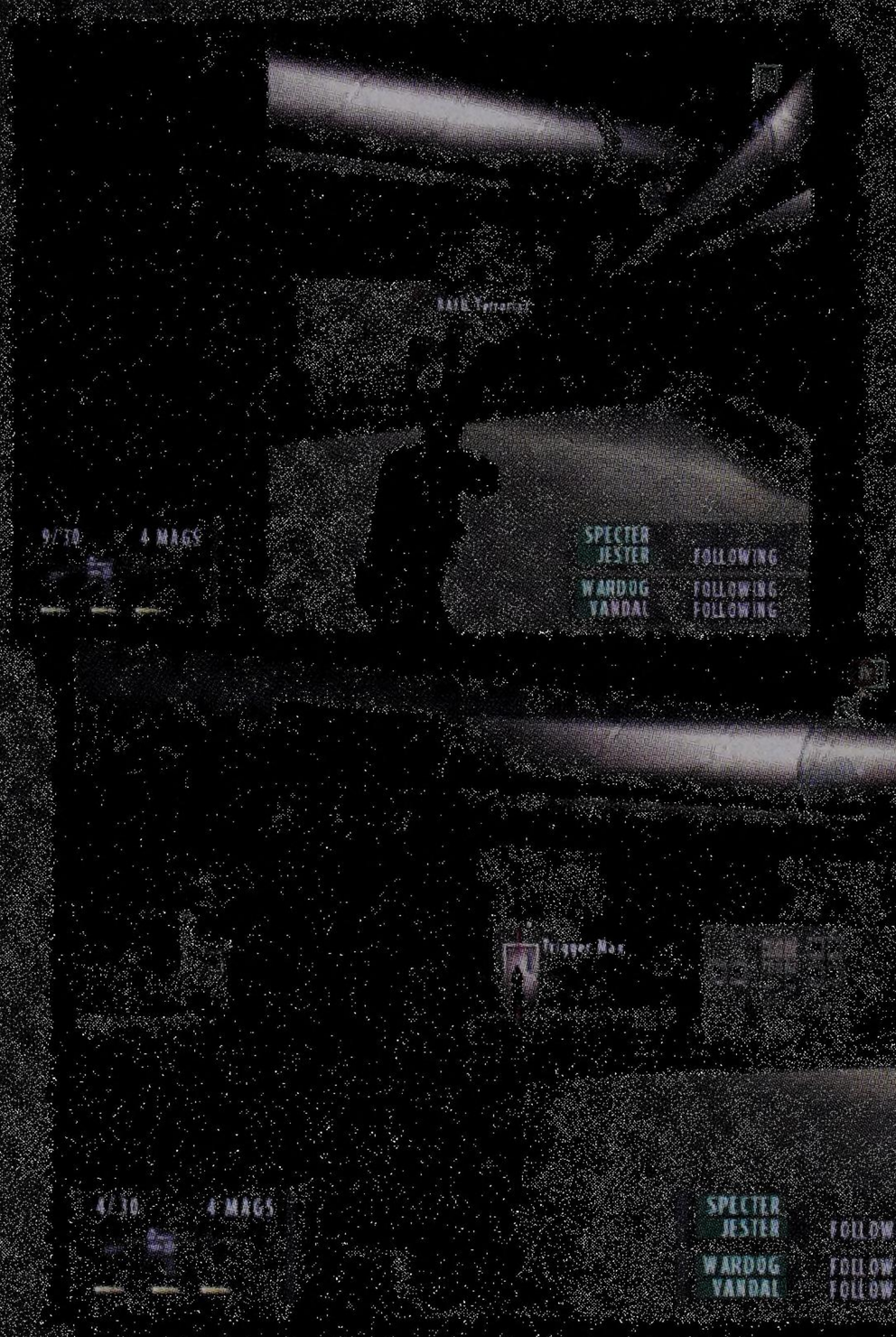


Primary Objective #5

If Fireteam was not detected upon entry into the dam, Quixada Christo will be in the main control room, which is in the southeast corner of the dam at the end of a corridor leading downward. There are three RAFB that will accompany her, and Quixada Christo will not go quietly. When Christo hears a firefight, she will engage but may eventually retreat either down a flight of stairs or into what appears to be a breakroom connected to the control room. In the case of the latter, she may take position behind a wall, training her aim on the long hallway that leads to it. After neutralizing the RAFB in the control room, proceed to eliminate her, because she refuses to give and be restrained. This fulfills a primary objective. Eliminating her results in a "long-winded" cut-scene.



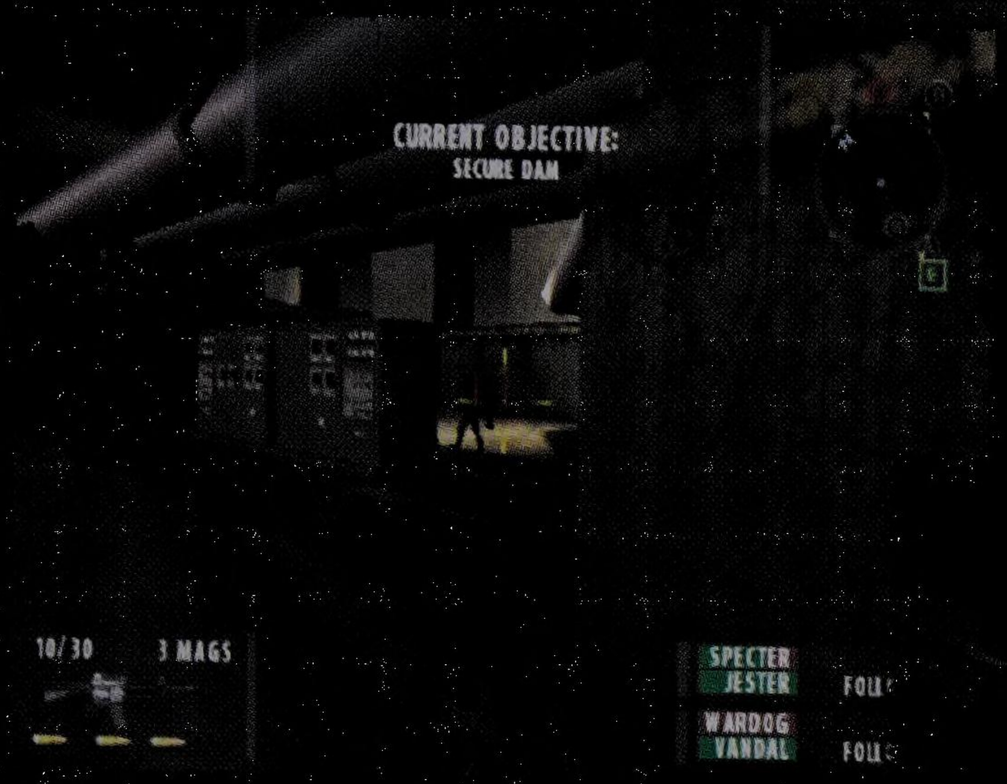
The world will remember my name

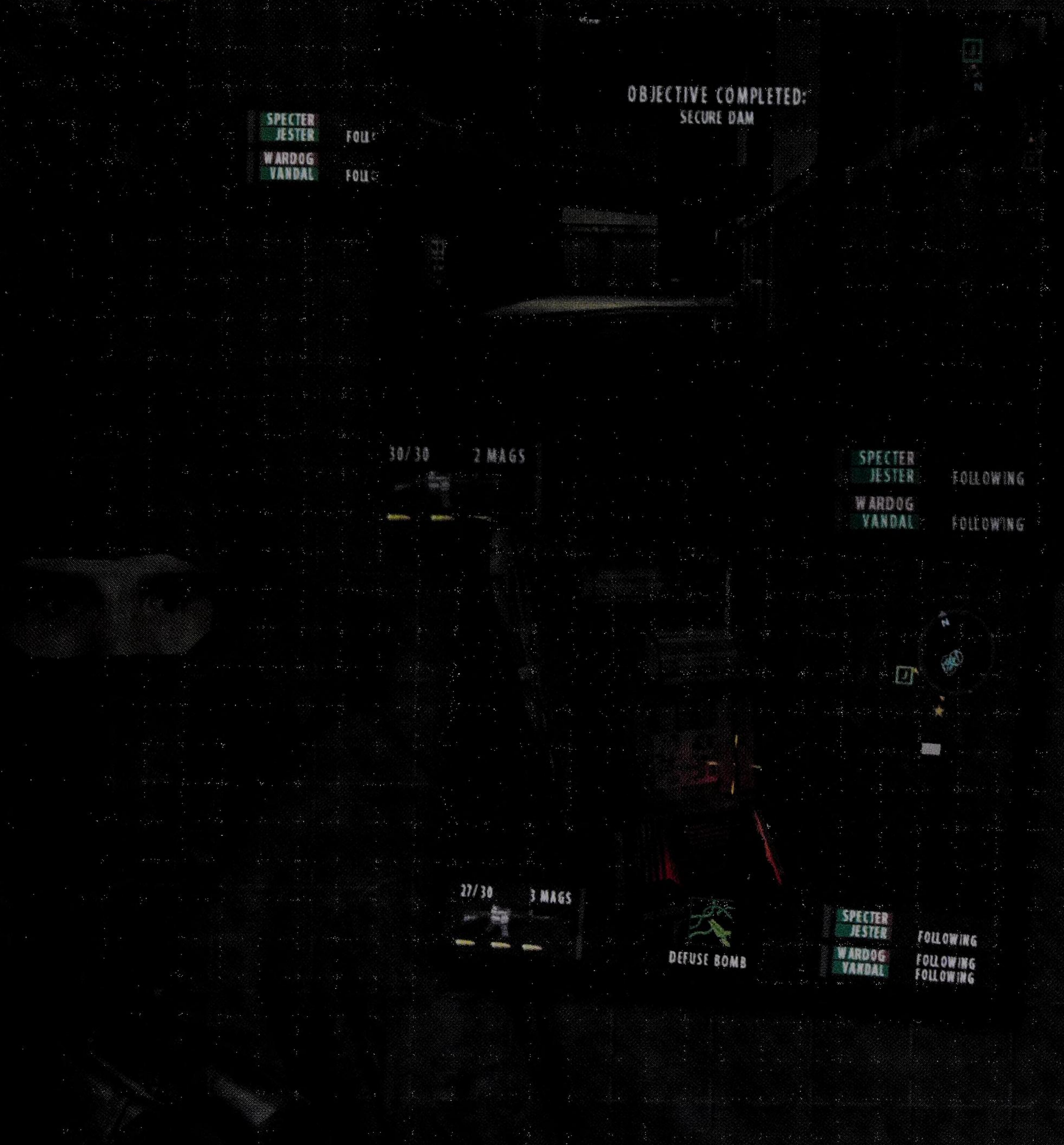


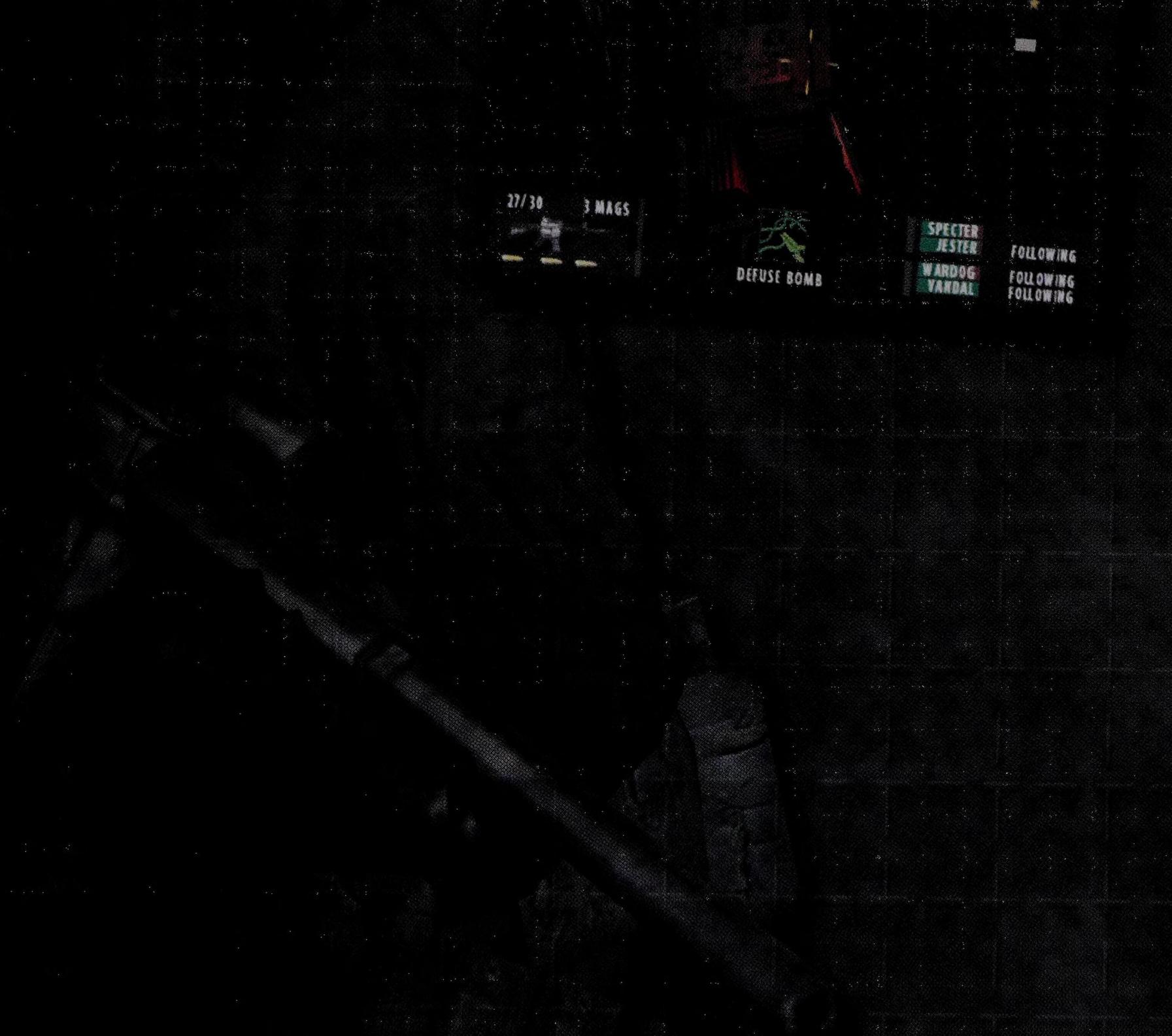
Primary Objective #6

Rather than take the stairway to the lower floor from the central part of the dynamo area, use the stairs to the southwest of the main control room. This puts Fireteam at the very south of the lower floor, ensuring no enemies come from the rear. The next encounter will be a dangerous one with the "Trigger Man" and a few RAFB. Approach cautiously. A lone guard will be patrolling immediately left of the corridor leading away from the stairs. Neutralize this RAFB without alerting two others ahead and to the left behind the electronic equipment. The next two RAFB are protecting the Trigger Man, who, if he has the chance to retreat into the room behind him, will remotely detonate the third bomb that is in the northern part of the bottom floor. Eliminate the Trigger Man at all costs or the mission fails. Consider ordering the team to "Fire at Will." Keep in mind that SPECTER reverses the order of these objectives by taking the centrally located stairs in the middle of the dynamo area and coming up the stairs to the south, for a better angle of attack on Quixada Christo.

Proceed north to engage four final RAFB, two who are patrolling and two who are hanging back towards the entrance to the third bomb. The entire dam should be cleared at this point. Move into the room to disarm the third bomb and the mission will be complete. Soon after, the remainder of the RAFB disbands, sans charismatic leadership and monetary backing. SOCOM has brought political stability back to Brazil.







LEVEL 7

OPERATION KEEPING FAITH: GUARDIAN ANGELS

LOCATION: BEJAIA, ALGERIA
ENEMY: ALGERIAN PATRIOTIC FRONT
OBJECTIVE: RESCUE C.H.A. PERSONNEL

MISSION OVERVIEW:

Several cities in Algeria are now in the grips of heavy fighting after a high-ranking political officer, General Heydar Mahmood, staged a military coup d'etat backed by the separatist forces of his Algerian Patriotic Front, or APF. The Algerian President, Sihab Ayasha, and his cabinet are missing and suspected dead, and those who have escaped to the sea and desert have described the APF's acts of kidnapping and torture. General Mahmood, though cunning and experienced, is believed to be a sadist and megalomaniac. As the Algerian Patriotic Front eliminates the opposition, American citizens, ineffectual peacekeepers and humanitarian aid workers find themselves caught in the crossfire in the city of Bejaia. The American citizens are being safely evacuated from the U.S. embassy. The armed peacekeepers of the Coalition for Humanitarian Aid (C.H.A.) are badly in need of assistance, but they stand a better chance of survival than the unarmed C.H.A. humanitarian aid workers, who have no military training. The peacekeepers will be extracted in a following mission, but for now SOCOM must locate and protect the aid workers en route to a neutral zone in the northwest corner of the city. Workers from the Coalition for Humanitarian Aid, supervised by Corbin O'Connel, have supposedly been pushed back by APF forces into a tourist district in Bejaia.

Because the APF's forces are concentrated on laying siege to the city, the SEALs will insert via a small cove along the beach after swimming to shore. SOCOM suggests that their first objective—locating the aid workers—must be carried out as swiftly as possible, because there are additional APF forces entering the city. APF soldiers are well-armed, highly motivated, and fervently loyal to General Mahmood. The mission takes place during the day. There is a heavy concentration of APF forces in pockets of the city, which is a maze of sinewy streets and alleyways.

Primary Objectives:

1. Locate Aid Workers: The group of aid workers has been reduced to a single man, who is located inside a building near Nav point Foxtrot.

2. Escort Aid Workers to Neutral Zone: The aid worker must be restrained and then escorted to a neutral section located in the southwest corner of Bejaia.

Secondary Objective:

1. Designate Target/Eliminate Snipers: Use Specter's Designator to paint the target—a several story building crawling with snipers and other APFs. This will occur near the extraction point.

Bonus Objective:

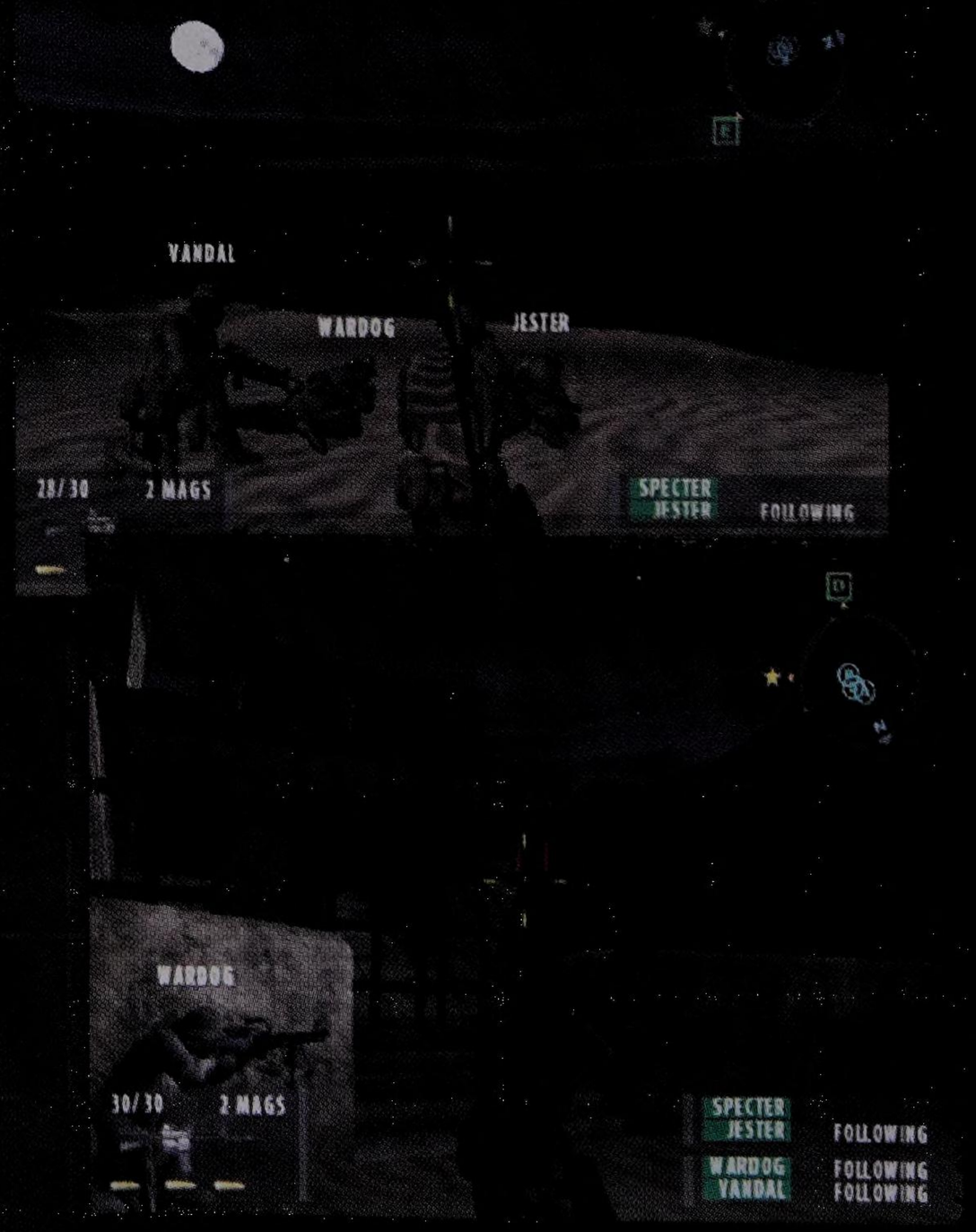
1. Destroy APF Tank: Reinforcements shortly approach and reach Bejaia as Fireteam's mission begins, and these include a T-72 Tank. If Specter has equipped an AT4, it will do the job. The reward is a reduced number of troops to neutralize during the following level.

STRATEGY

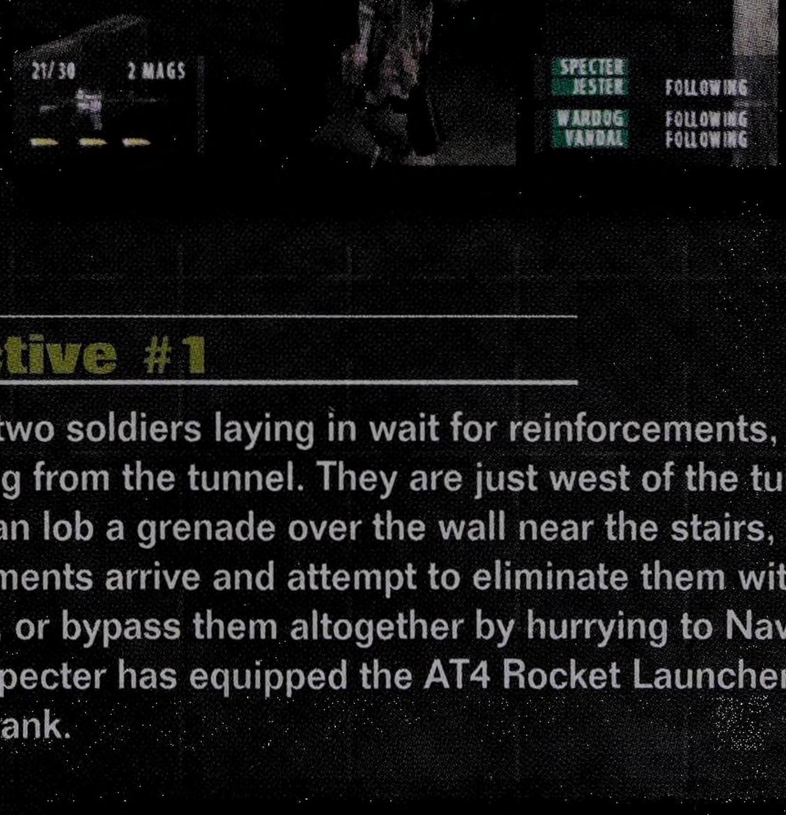
In this mission, the SEALs are in the midst of a larger conflict, against a force that doesn't expect to encounter the SEALs, doesn't have a complex system of communication between different units in its forces, and one whose units are interspersed loosely throughout the conflict zone. These factors, along with the imperative of locating the aid workers quickly, before additional forces arrive, make stealth less of a concern than in other missions. Therefore, Fireteam may consider sacrificing volume (and stealth) for firepower, in the interest of eliminating the enemy quickly and effectively. Stealth, of course, still has its advantages, as the element of surprise is always welcome and some hostiles can be circumvented. In this mission, consider dividing the assets of stealth and firepower between Able and Bravo Elements. For instance, Wardog and Vandal can be equipped with an M60E3 and M16A2-M203, but Specter can order them to "Fire At Will" only in those situations where the enemy's strong presence should necessitate them. At the same time, Specter and Jester can handle the more stealthy engagement of limited enemies with the M4A1 SD and HK 5 SD. Restraining the enemy is difficult within a larger conflict against multiple enemies, so grenades and 2X Ammo might be the more logical choice. Also notice that Specter must carry a Designator, a device that pinpoints a target for air strikes, in lieu of his secondary weapon. The single, long range engagement in this mission can be remedied by the Designator, lessening the importance of a sniper rifle. Finally, keep in mind that the enemy forces moving in from the desert have a tank, and Specter can carry an AT4 Rocket Launcher, whose warhead is capable of piercing heavy armor.

MISSION WALKTHROUGH

Once on the beachhead, Fireteam's only choice is to head west, a path that brings them into visual range of two APFs patrolling a hillside directly to the south. They do not seem to be on alert, as they pace along casually, apparently believing that the city has been secured and the opposition either flushed out or eliminated. The gate is locked, making passage beyond this fence impossible. This is the first of multiple choices Specter has to make concerning the engagement of the enemy. There are several completion paths en route to Nav points Echo and Foxtrot (the latter being where the CHA aid worker is located), many of which may not bring them into contact with these first two APF. Keep in mind that there are no strategic objectives necessitating the neutralization of all APF, and ammunition will be a precious commodity in the final portion of the level. Still, Specter may have to eliminate them later, because their routes bring them inside the buildings, where two of the completion paths lead.



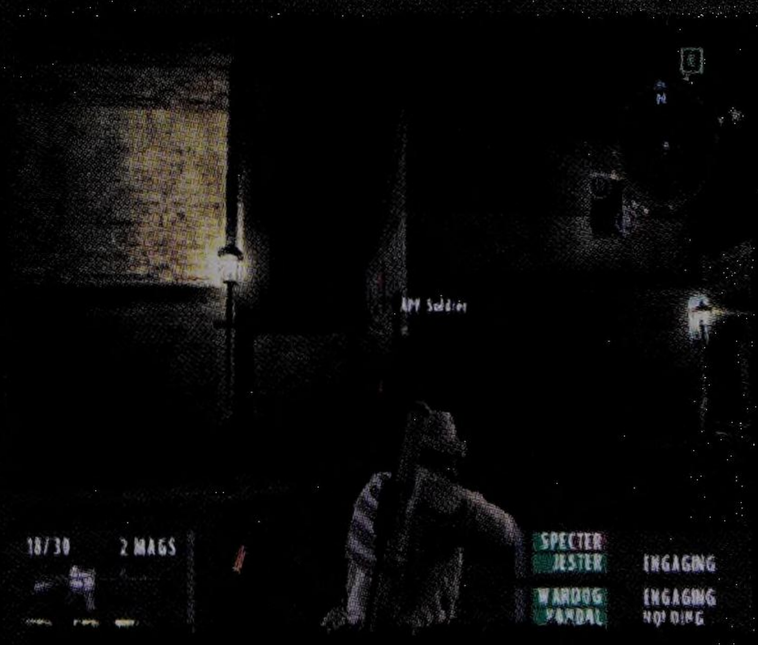
Moving on, rounding a bend and heading south on the beach, Fireteam will encounter an APF walking along a wooden pier (and more soldiers, if they have been alerted to gunfire from an engagement with the previous two APFs). Because he monitors part of the completion path, it serves to neutralize this guard for the safety of Fireteam. SOCOM will soon prompt Fireteam to proceed quickly, warning them of reinforcements due to arrive in the next few minutes. Proceed up a hill at the south end of the beach, past a few nets, and quietly approach the stairs of the building to the left. If there were any disturbances with the soldier on the pier, a cut-scene ensues and shows a conversation between two soldiers. A stealth kill is possible, but difficult to perform without alerting the second APF. To get a better angle on the soldiers from the area of the stairs, Specter may want to be in standing position. To keep a stealthy profile, eliminate them while they are not looking in the other's direction, thus keeping them from yelling and alerting others.



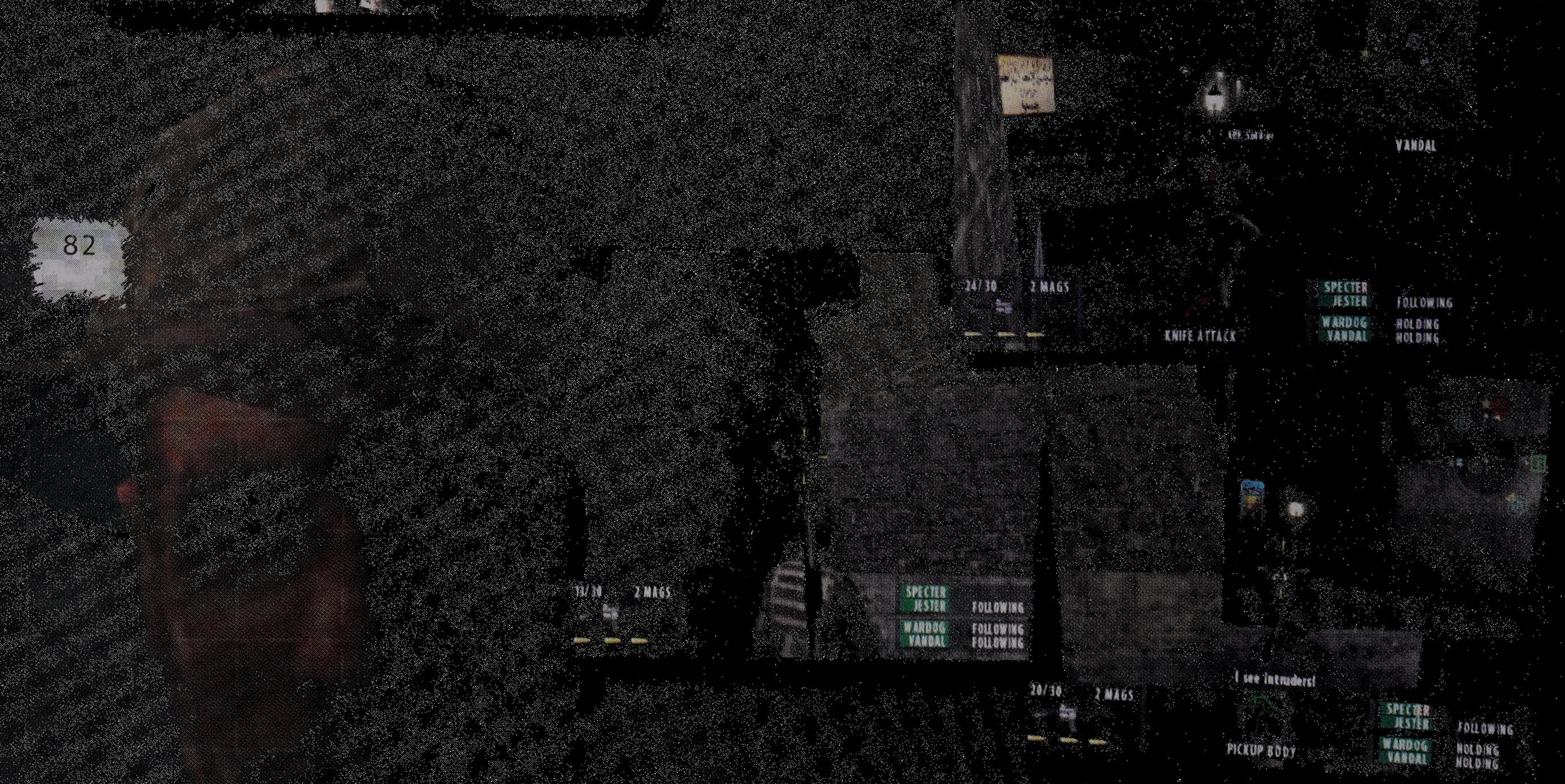
Hidden Objective #1

Out of sight, there are two soldiers laying in wait for reinforcements, including a tank, coming from the tunnel. They are just west of the tunnel's mouth. Specter can lob a grenade over the wall near the stairs, wait until the reinforcements arrive and attempt to eliminate them with the machine gun turret, or bypass them altogether by hurrying to Nav Point Foxtrot. Also, if Specter has equipped the AT4 Rocket Launcher, he can immobilize the tank.

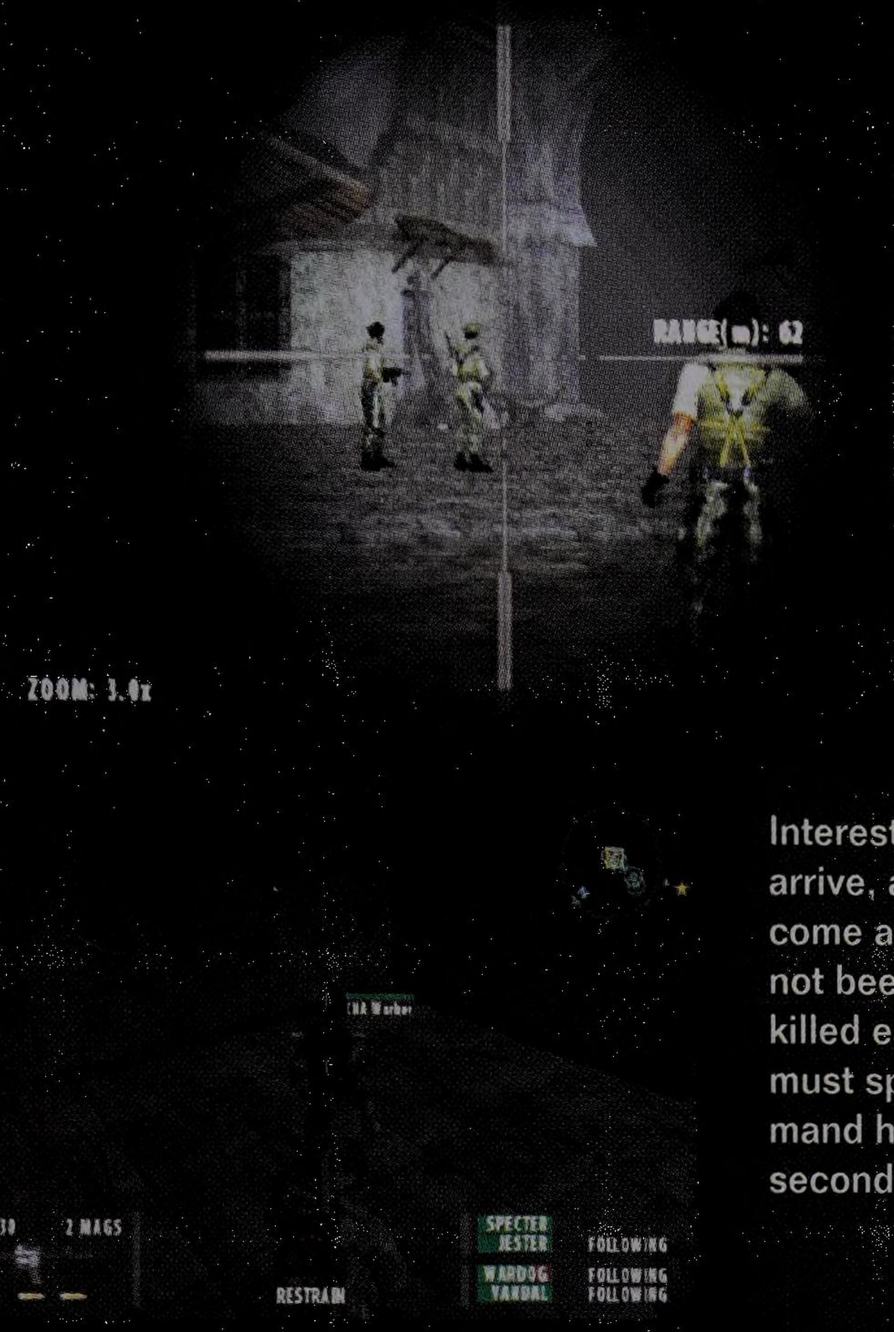
At this point, Fireteam can take a number of different paths to the location of the trapped CHA aid workers. The most direct is taking the road, but this brings Fireteam into the crosshairs of an APF manning the machine gun turret (shown several times in the cut-scenes) and head-on into other APFs down the road. A few rounds from the turret can eliminate a Fireteam member, so proceed along this route only after neutralizing this APF at range.

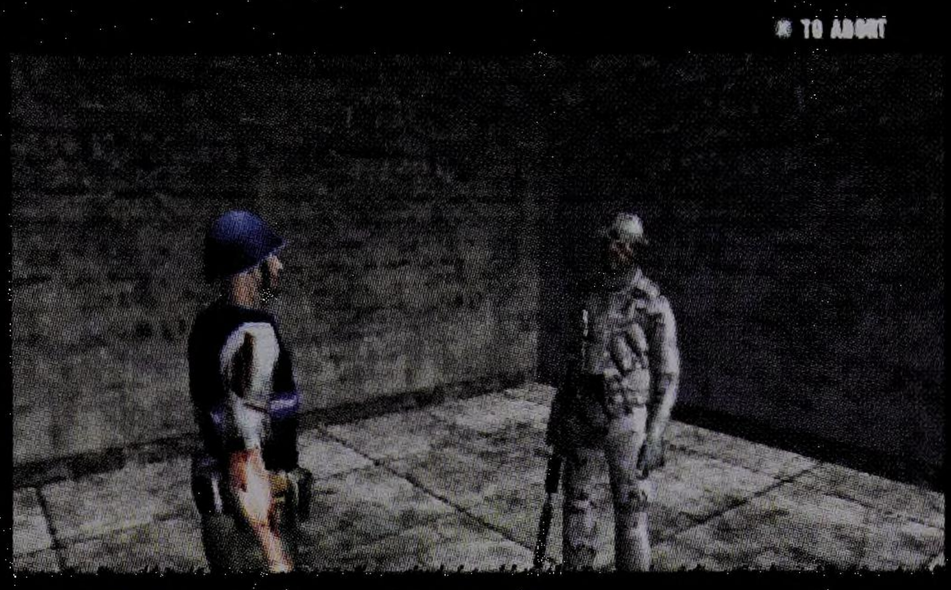


Otherwise, there are two more routes to the north that will keep Fireteam off the road. One goes completely behind the buildings and into the area where the first two APFs were sighted from the beachhead. Their routes take them into the buildings, and they may have to be eliminated at this point (if they weren't before) to proceed safely, but this path may be the safest one to Nav point Foxtrot. By going past a fountain and doubling back through a network of stairways in a few buildings (near Nav point Echo), Specter can also reach the man at the turret.



Perhaps the best route is the middle one—taking a ladder leading to a walkway that will bring Specter directly behind the APF manning the turret. Be advised that Fireteam will likely encounter at least one other APF, whose rounds bring him to the vicinity of the turret man. Using the turret immediately alerts the APF, who will likely either engage from the road or enter the buildings through Nav point Echo.



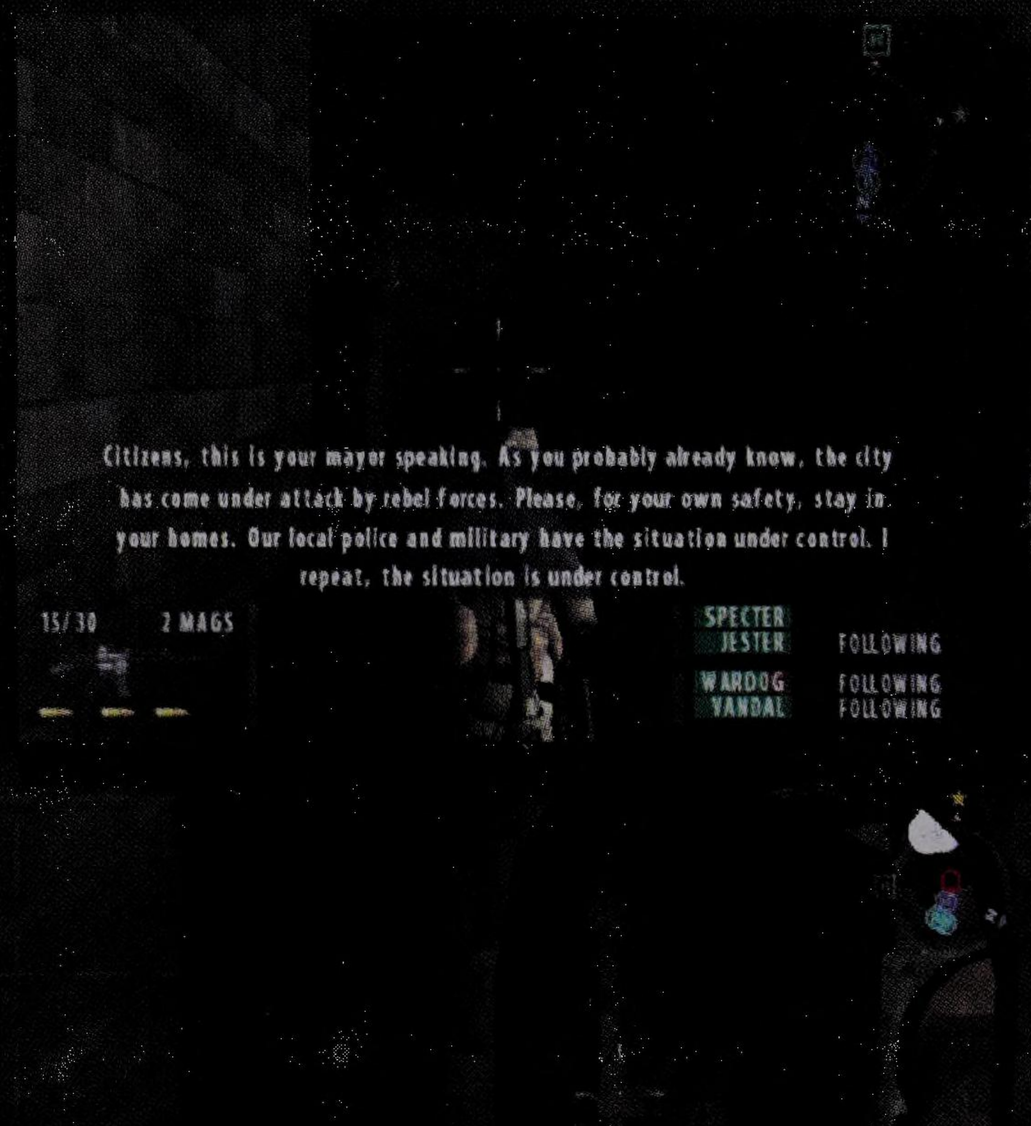


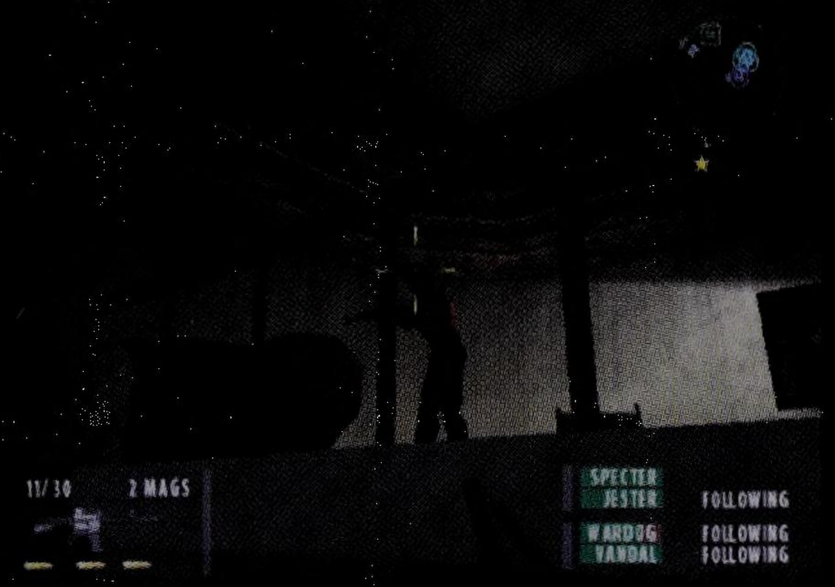
Primary Objective #1

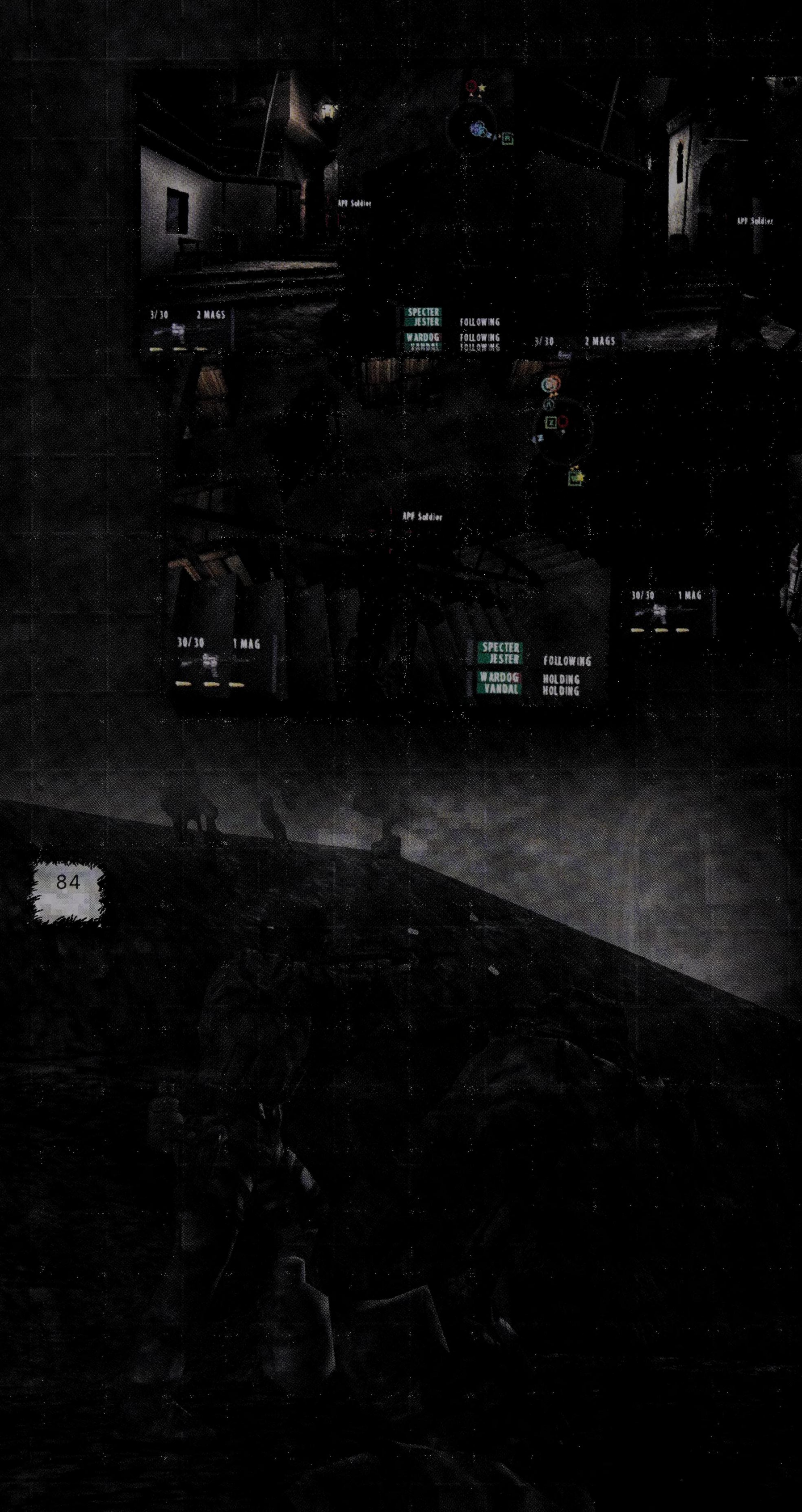
Interestingly, much as it ideal to reach the aid worker before reinforcements arrive, another option for Fireteam is to remain silent and wait for the tank to come and go, and then rendezvous with the aid worker, who has hopefully not been detected. The aid worker is in rough shape. A group of eleven was killed earlier, and he is the sole survivor. He seems to understand that he must speak softly and be restrained for the safety of the SEAL team. Command him to "Follow" and begin moving towards the extraction point, the second primary objective.

Primary Objective #2

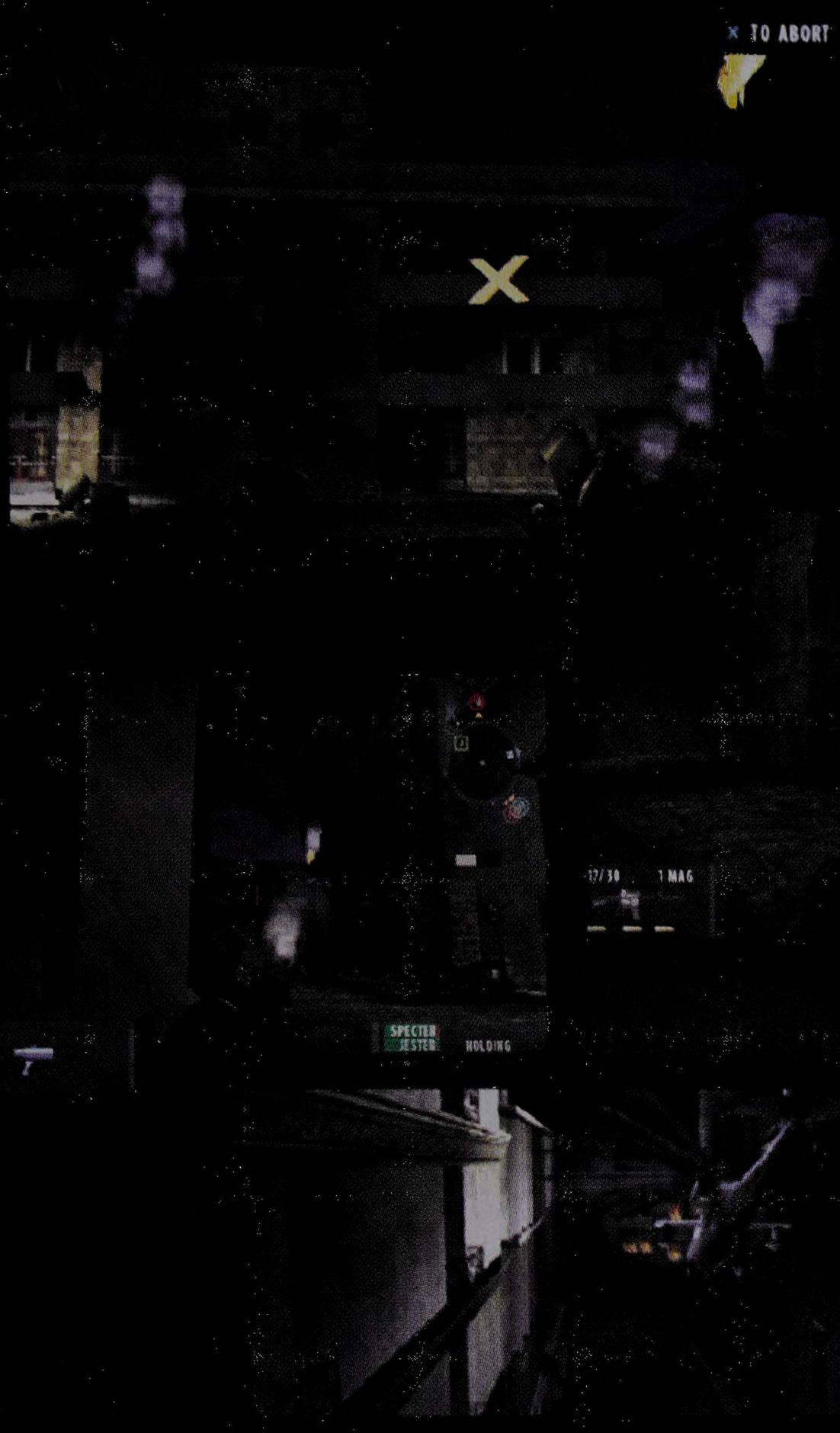
Proceed south toward Nav point Romeo. The Bejaia mayor will use a speaker system to address citizens, telling them to stay indoors and (mistakenly) that the local police and military have the situation under control. The first APF will soon emerge from a walkway on the left. He is alone. Moving to the path on the right returns towards Nav point Echo, so slowly move ahead to the left. Ahead is a square occupied by several APFs. Rather than attack them from the narrow sidewalk (which is susceptible to grenades), hug the inside right of the walkway and move into the two-story building on the right. There is an APF upstairs who can be neutralized by advancing slowly and using angles to get a fix on him. From the east and south windows, Fireteam can eliminate two guards in the open and one guard behind a pillar, respectively. Proceed through the square.





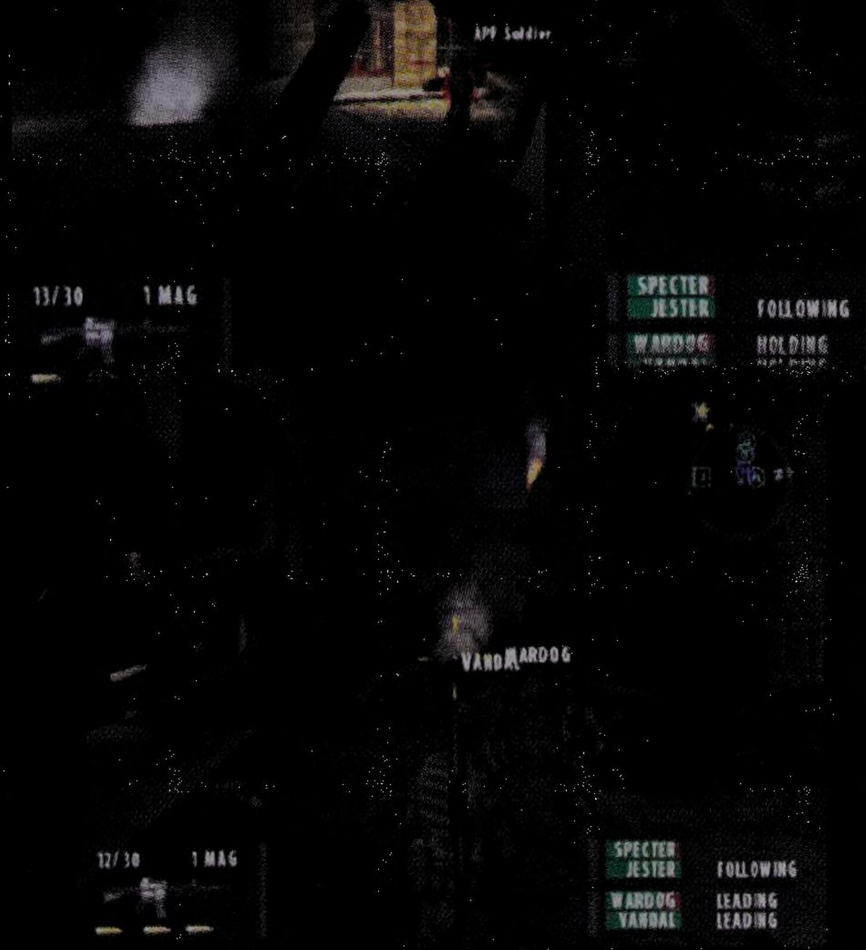


The next APF will be located where the path forks to the left. Nearby is a second soldier who will move forward from the right fork. Both can be eliminated from a medium range. Taking the right fork, the path diverges again, with the right path continuing to a courtyard, and the left bringing Specter to the second floor of an indoor location, designated Nav point Zulu. On the first or second floor will be a lone APF, whom Specter can eliminate with stealth or at range. Also, from the north side of the second floor, Specter can eliminate a guard who patrols a square that Fireteam must eventually pass through en route to Nav point Whiskey. If Specter takes the left fork, he will also run into a patrolling guard whose route gives him a view of the northern courtyard. The mayor will again advise citizens to stay indoors.



Secondary Objective #1

Soon, SOCOM will contact Specter, stating that helicopter support will be available to help Fireteam clear out a building rife with snipers and other APFs. However, Specter must "paint the target" with the Designator. Move west toward Nav point Whiskey, where two APFs are partially concealed along a south wall. Engaging them will lure a third APF who is stationed north of them. Ideally, Specter can move Bravo Element or Jester into position to cover the APFs to the south, while Specter moves to target the APF patrolling further to the north. At Specter's command of "Fire At Will," Fireteam can initiate a coordinated strike that will neutralize them without enemy shots fired. The next (secondary) objective is to paint the target with the Designator. However, Nav point Whiskey is too far out of range. Specter will have to move closer without taking fire from the enemy on multiple floors of the target. Order Bravo Element and the aid worker to hold position at a safe distance. There are several holes in the buildings lining both sides of the street and cover that will allow Specter to safely approach the target. However, there is at least one APF he is likely to encounter on the approach; he will be on the left (or south) side of the street. Watch for any of the APF's near the Nav point Whiskey, retreating into the ruins. Specter need only proceed part of the way towards the target to paint it with the Designator. However, he will need to do so from a secure position, as it takes time to designate the target. Aiming where the X was located during the cut-scene, hold down R1. Once the meter on the right side of the screen is full, a cut-scene with "Sky Top" ensues and the target, along with multiple enemies, is demolished with twin rockets.



Before moving the group forward, there is another bombed-out interior on the south side that will enable Specter to advance silently behind an APF facing the extraction zone. Neutralize him. It is now safe to advance Bravo Element and the aid worker towards the neutral southwest corner of Bejaia. Specter is extracted by way of a vehicle mounted with a machine gun, and another extraction mission is soon to begin.

LEVEL 8

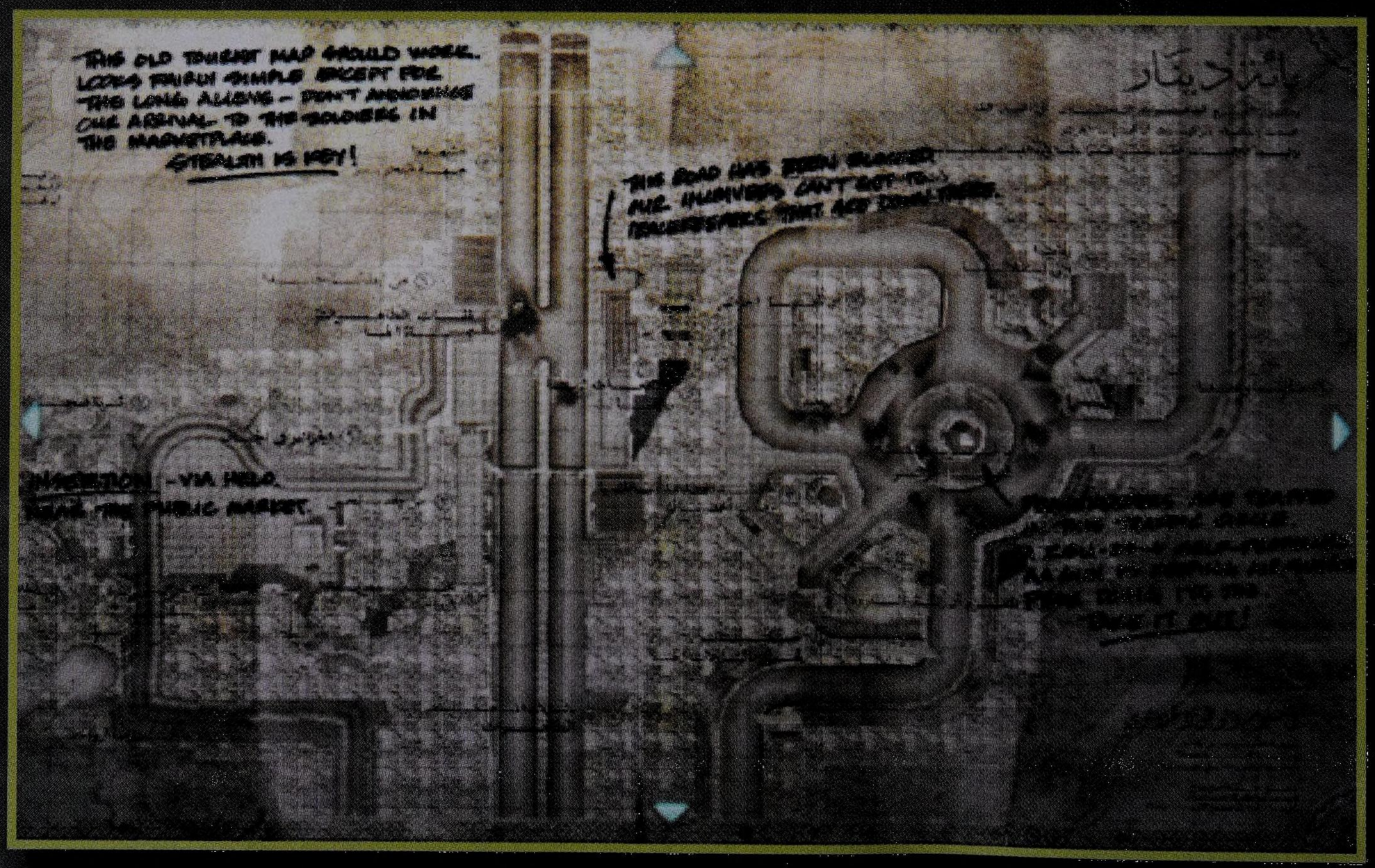
OPERATION KEEPING FAITH: PROTECT AND SERVE

LOCATION: BEJAIA, ALGERIA
ENEMY: ALGERIAN PATRIOTIC FRONT
OBJECTIVE: RESCUE AND EXTRACT COALITION FOR HUMANITARIAN AID SOLDIERS

MISSION OVERVIEW:

The SEALs have rescued the only remaining CHA aid worker, however the armed but outnumbered CHA peacekeepers remain, and the danger grows for American tourists and Embassy staff who are being extracted from the city. As the forces of General Mahmood's Algerian Patriotic Front continue to lay siege to Bejaia, wearing down the opposition to the point that the city is almost totally under APF control, SOCOM realizes that their airborne capabilities are severely hampered by the presence of anti-aircraft guns. Therefore, the second mission in Operation Keeping Faith is two-fold: Fireteam must infiltrate the area on foot to both rescue the remaining CHA peacekeepers and render inoperable any anti-aircraft and heavy weapon assets in the possession of the APF. This will be no small undertaking. Specifically, the enemy anti-aircraft guns are, as suspected, Soviet ZSU-23-4s; these are self-propelled units whose armor protects it from most anything aside from satchels or AT4 rockets. These are keeping SOCOM's AH-64 helicopters from providing air support. Fireteam must also counter Soviet T-72 tanks in the employ of the APF, since they have the potential of penetrating further into the city, threatening the area where the evacuation at the Embassy is taking place.

Fireteam will insert remotely by helicopter, near a remote public market, where it will have to begin its approach towards primary objectives from afar. Once again, stealth is a key to this mission, in no small part due to the fact that Fireteam will be largely outnumbered in most any situation. Stealth enables Fireteam to choose and neutralize its unsuspecting targets, while lessening the possibility of all targets fighting back simultaneously. By flanking maneuvers, Fireteam is likely to sustain less injuries and expend fewer resources in many series of stealthy, successful engagements on a small scale than by engaging the full force of the enemy head-on at once. Also, SOCOM suggests firing on the enemy only when engaged. Circumventing enemies is an option. In the interests of time—peacekeeper casualties are many and will continue to rise until they are extracted—Fireteam is advised to stay in an area no longer than is necessary. This mission takes place during the day, and involves mostly medium to long range combat.



Primary Objectives:

1. Rescue CHA Personnel: The remaining CHA peacekeepers are in two locations. The first is by a large building near the end of a road blockade, designated Nav point Delta. The second location is inside a traffic circle to the south, designated Nav point Echo.

2. Destroy Enemy Tanks: The first T-72 is encountered outside Nav point Delta, and should be disposed of with an AT4 and, failing that, a timed satchel. The second, located to the west of Nav point Echo, must be taken out by way of an AH-64, after the secondary objective of destroying the anti-aircraft gun is completed.

Secondary Objectives:

1. Secure Market Place: To accomplish this, Fireteam must eliminate seven APFs in the market place without being spotted. Two groups of two are originally paired near the two northern entrances to the area, and three others patrol the southeast, southwest and center of the area.

2. Neutralize Anti-Aircraft Gun: Interestingly, only by completing this secondary objective—do so by placing a satchel near the rear of the AA gun—can Fireteam complete the primary goal of neutralizing the second T-72 Tank.

Bonus Objectives:

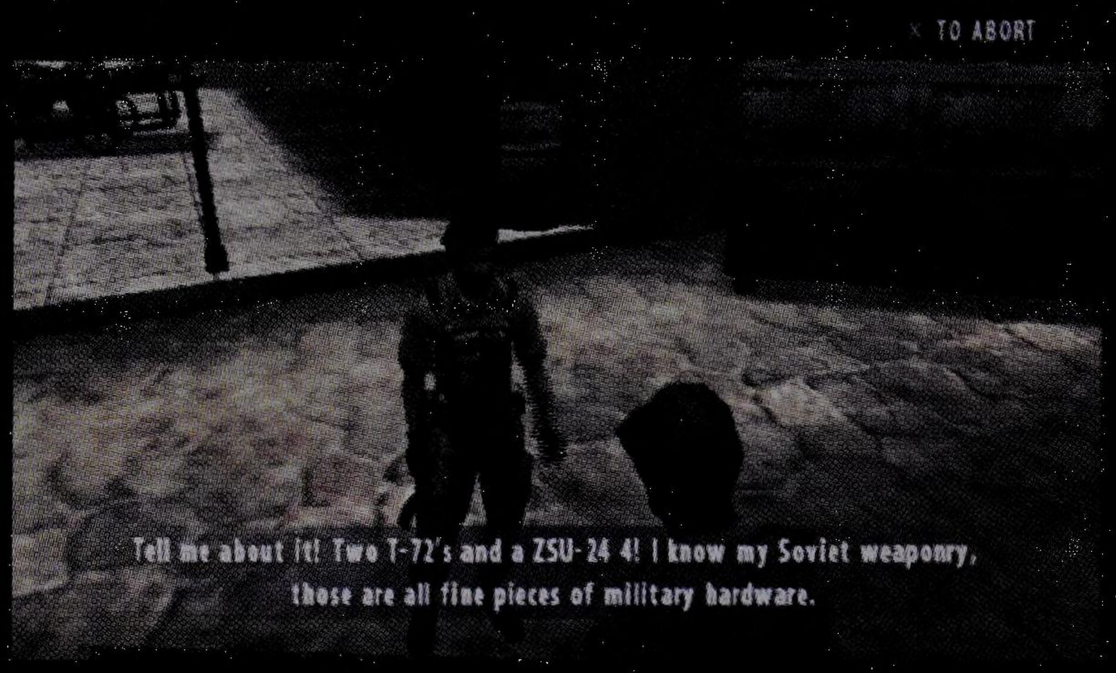
1. Eliminate All the Snipers: At the end of the level, there will be several snipers of the rooftops overlooking the trapped C.H.A. peacekeeper. Eliminating all of them ensures that there will be fewer snipers at the end of the next level.

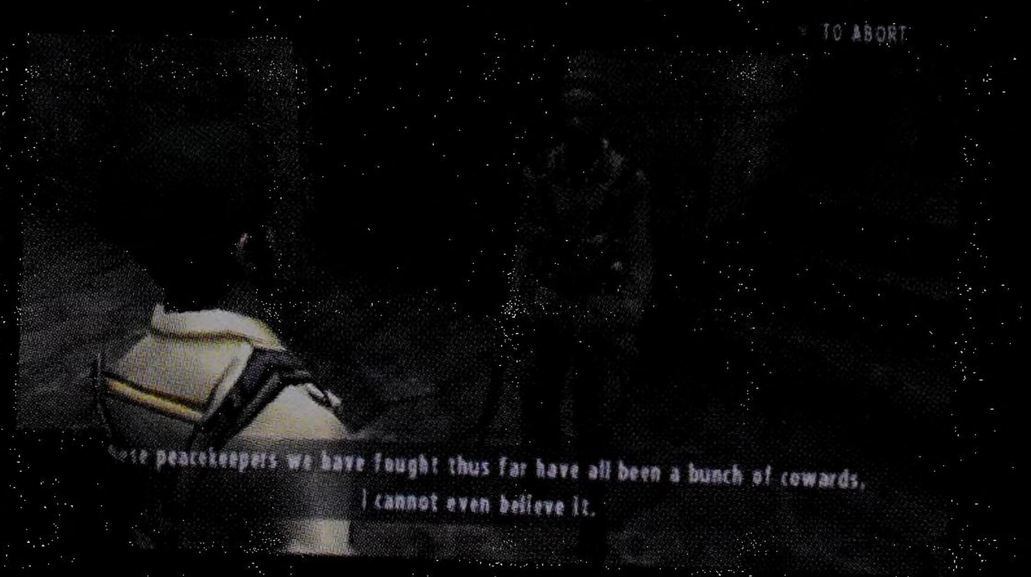
ARMORY

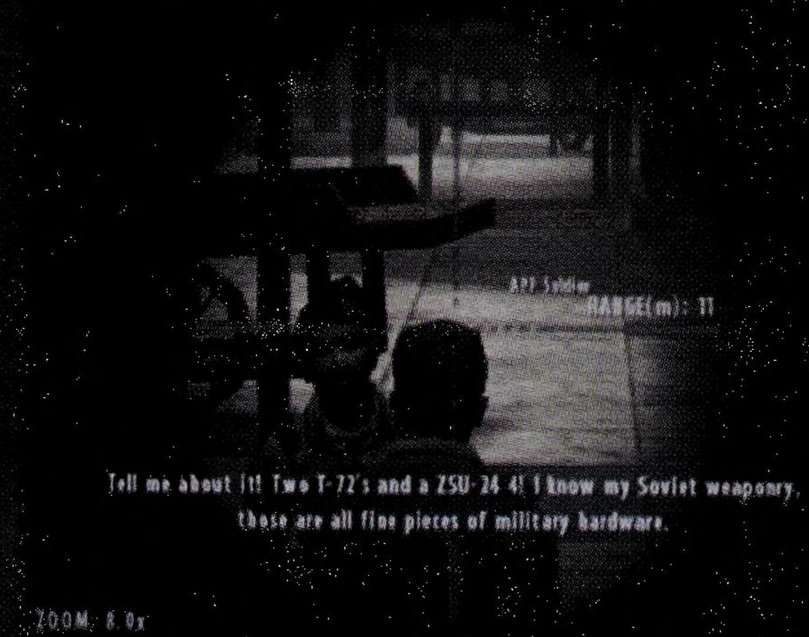
Again, stealth is helpful in this mission, allowing Fireteam to successfully engage some enemies who stand in the way of objectives and circumvent those who do not. Usually medium range engagements and stealth requirements make the M4A1 SD a slightly better choice than the HK 5 SD. However, there are several elevated enemy snipers, and it is wise to have at least one member of the team equipped with a sniper rifle, preferably the SR-25 SD silenced sniper rifle (Fireteam will also try to neutralize snipers within close or medium range with other primary weapons). Aside from Specter, each member of Fireteam is equipped with a satchel, which can be used in the primary objective of neutralizing the anti-aircraft guns. It is very highly recommended that Specter be equipped with an AT4 Rocket Launcher, which is capable of neutralizing a T-72 Tank, of which there are several in this mission. Rescuing the first CHA peacekeeper is more difficult without it. It is very highly recommended that Specter be equipped with an AT4 Rocket Launcher, which is capable of neutralizing the first T-72 Tank. Rescuing the first CHA peacekeeper is more difficult without it

OPERATION WALKTHROUGH

Essentially, the goal of the early part of the mission is to clear the market place of enemies, in part so that a CHA peacekeeper can exfiltrate later from this area safely. A secondary objective is to clear the area without being spotted, or letting enemies have time to spot a fallen comrade and realize they are under attack. As the mission begins, a fork in the path forces Specter to choose going either right or left, both of which lead to the market place, reveal the fear of the citizenry, and result in overhearing two soldiers holding a conversation. The path to the right results in a conversation about the efficacy of the APFs T-72 tanks and anti-aircraft guns. Apparently, one of the men wants to open up his own weapons shop and, after the conversation, he will approach the path where Specter is located. With good aim, Specter may be able to notch two headshots with the same bullet while the APFs are talking. Similarly, going to the left results in a conversation, this one about the poor combat skills of the peacekeepers. Also, similarly, one soldier will leave the market place and patrol the path to the north, where a stealth kill is possible. Neutralize these enemies, ideally without being spotted.

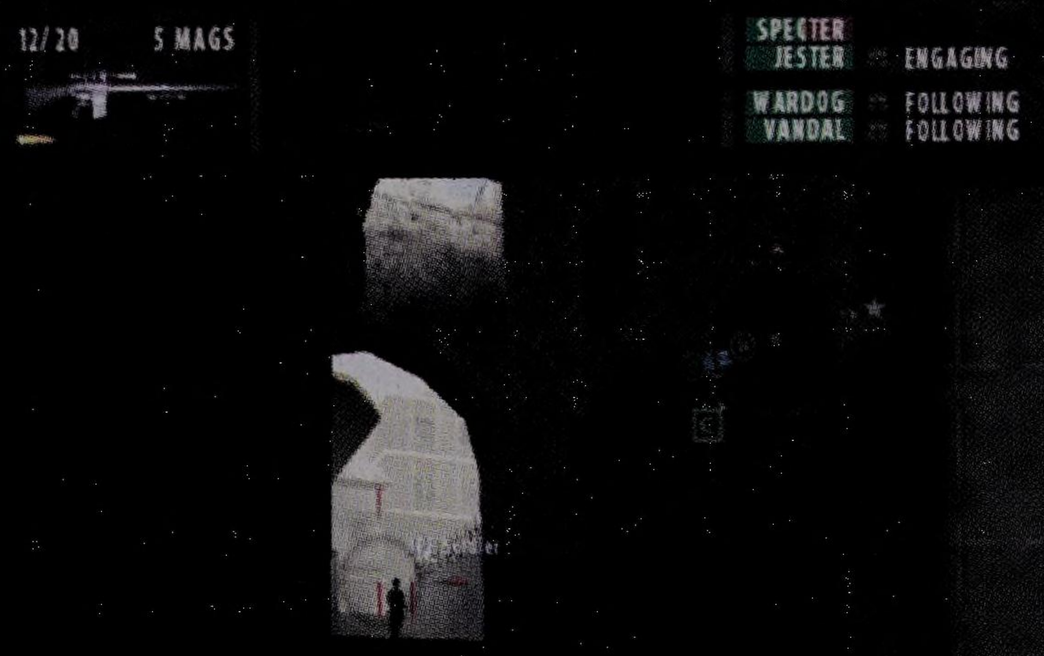


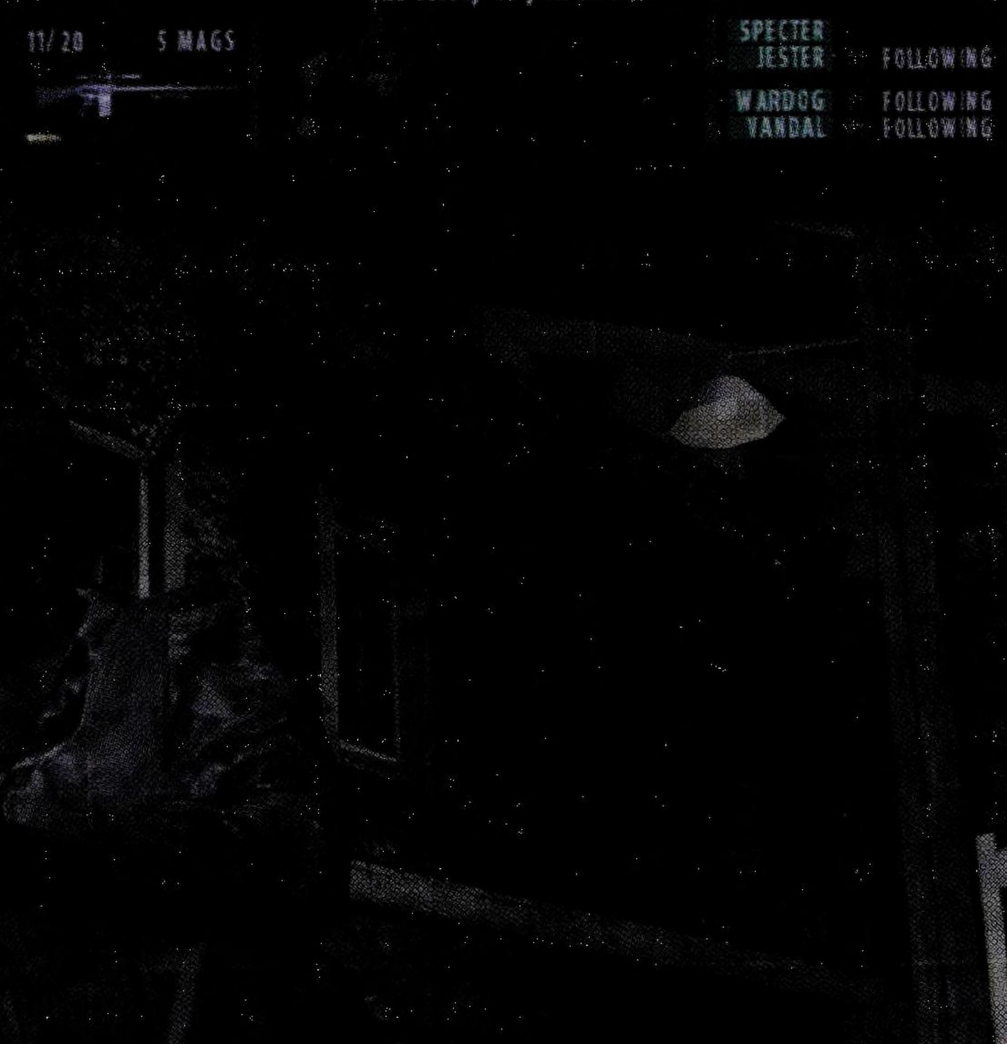




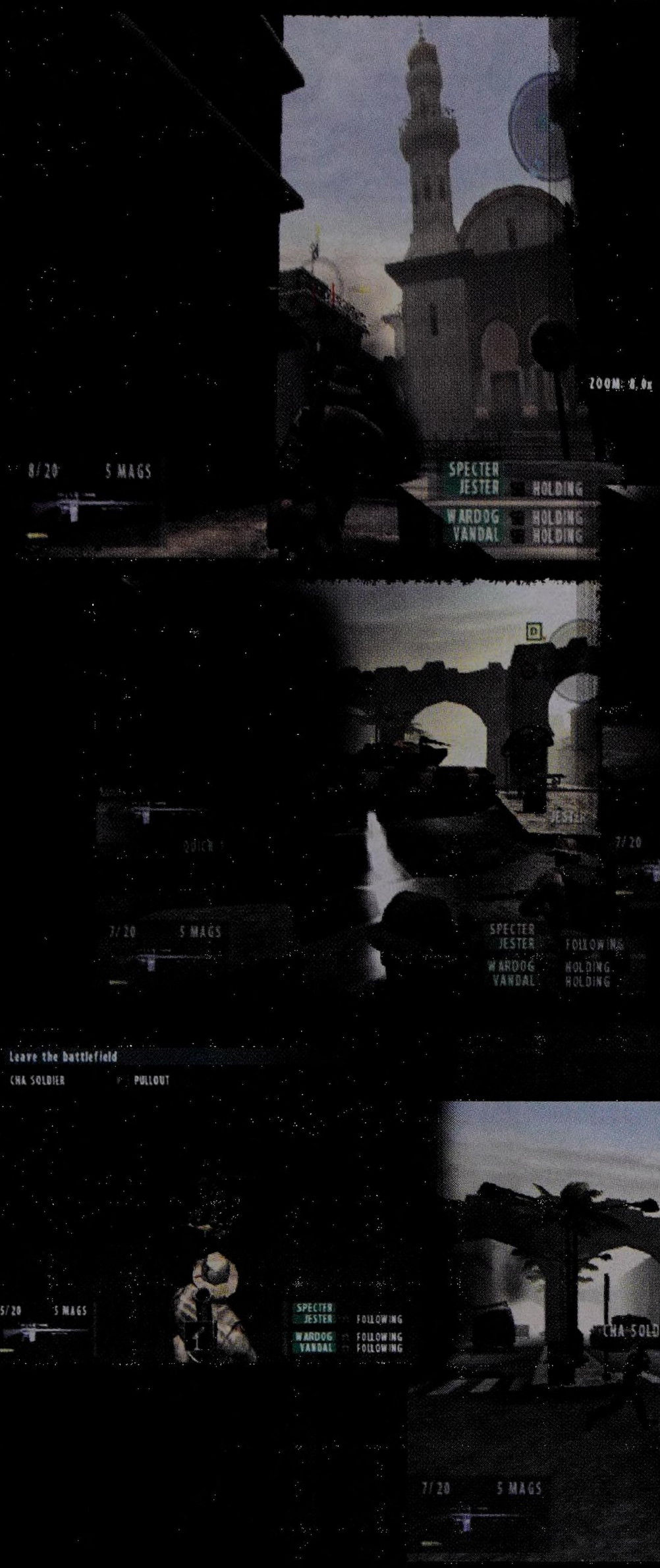
Aside from the four APFs near the two north entrances to the market place, there are three more soldiers located more towards the southern end of the market, or Nav point Charlie. One is centrally located, while the other two have routes that move to and from the center to either the east or west ends of the market. Neutralize all of them without being spotted and, again, a secondary goal will be completed.

Again, Specter must choose one of two ways to advance towards the south, where the CHA peacekeeper is pinned down at Nav point Delta. The western path is more narrow and guarded by a solitary soldier. The path emerges in an area removed from the central conflict along the main road, which is blocked off. A T-72 Tank will approach from this section of the road. However, the peacekeeper is holed up in a building towards the eastern end of this road, and Fireteam will be hard-pressed to neutralize the most immediate threats to the peacekeeper from so far way. Interestingly, the mayor will again address the city, this time being more truthful about the enormity of the APF menace, and expressing faith in additional forces.





It is perhaps more feasible to locate and rescue the peacekeeper by approaching from the path on the east. Even though it puts Fireteam in closer proximity to more APFs, this angle of attack allows the SEALs to neutralize the most immediate threats quickly and then radiate out to secondary threats. The eastern path also gives Specter an easy shot at the oncoming T-72 if he has the AT4 Rocket Launcher equipped. The eastern approach is along a wide roadway patrolled by a single soldier and, at the road's intersection, there is a sniper to the east inside a multi-story building. Hug the northern, left edge to stay out of the sniper's view while trying to get a bead on him at an angle. Neutralize him if possible, but stay below him and out of sight if not (he can be neutralized later). There is an APF almost directly in front of the building where the peacekeeper is located (designated Nav point Delta), and he should be the first target. There are three APFs located on the ground to the far west, and one of them may run to his downed comrade in front of Nav point Delta. Neutralize him if he does so.

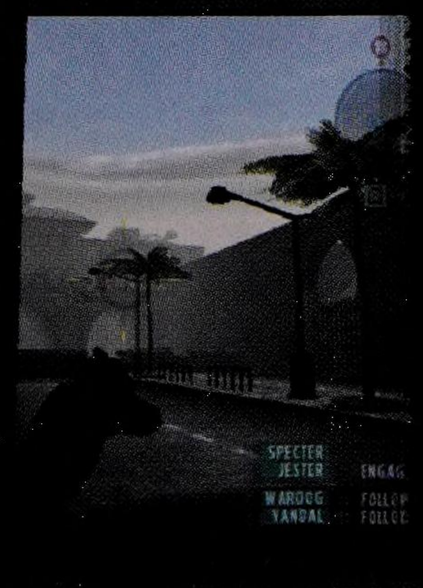


Above the three ground-based APFs on the south side of the street is a sniper. And finally, a third sniper in range is in a building directly to the west of Nav point Delta. Still, these are secondary threats to the mission next to the T-72 Tank, a primary threat, which will roll into view. If it fires three or more shots at the building, then the peacekeeper will be eliminated. Neutralize the T-72 immediately with the AT4 Rocket Launcher or, failing that, a satchel. This is the first of two tanks that Fireteam must neutralize in this mission.

Primary Objective #1

When all visible threats have been eliminated—a lone APF may approach from the west along the road—proceed to Nav point Delta and locate the peacekeaper. Command the CHA soldier to "Pullout," and he will head across the road towards the market place recently cleared by Fireteam. Cover him during his exfiltration, ensuring that no APFs can engage him. Be careful not to exceed the current mission boundaries.

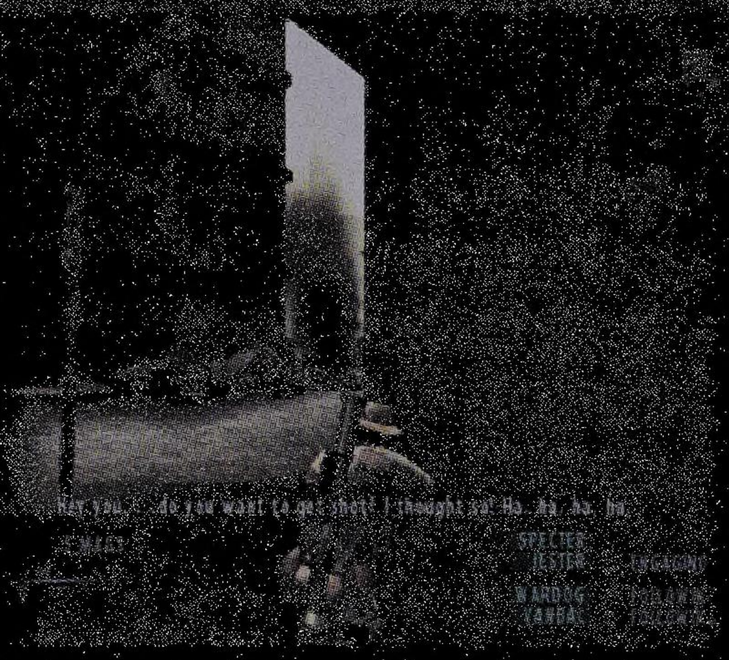
Proceed cautiously to the west along the road, keeping an eye out for additional hostiles. Continuing along the only path south toward Nav point Echo, a final sniper in this area will appear on a terrace above where the road is blocked off, due west. Neutralize him or quickly move Fireteam out of the area.



There is a lone guard on the approach to Nav point Echo. Neutralize him, and prepare for several APFs to run into view from left to right. It may serve to order Fireteam to "Fire at Will" at this point (if not before), because the three APFs will run up the stairs to an elevated position on the structure ahead, where two of them will overlook Fireteam at its current position and pose a strong threat. The third of the runners may head to the southwest side of the building or to provide reinforcements for either a soldier manning the turret.

Primary Objective #2

Fireteam must immediately neutralize ground-based APFs standing northeast and northwest of the traffic circle. Importantly, to the west and close to the CHA peacekeeper's position in the traffic circle is a soldier manning a turret.



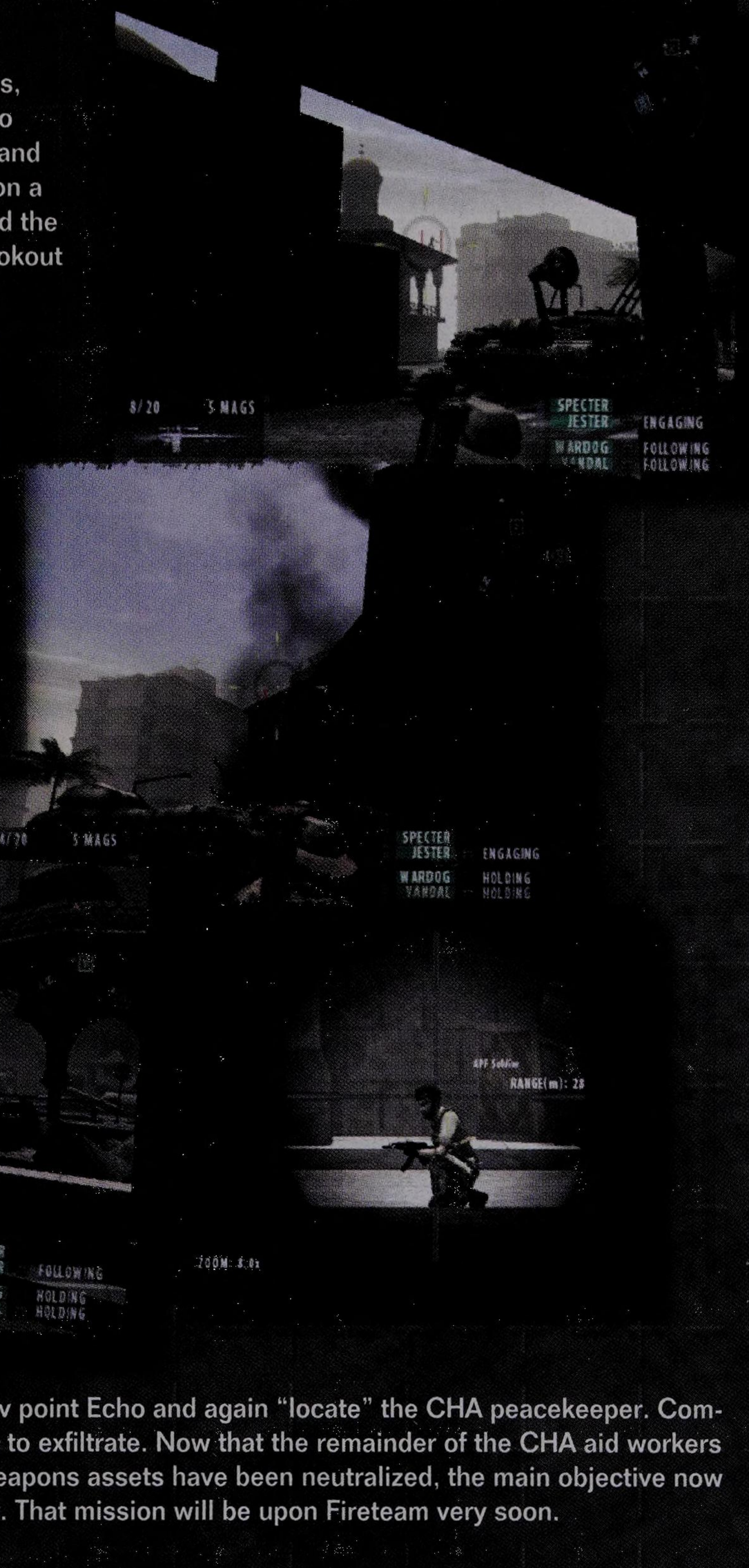
Next, take a tunnel heading to the west, which will put Specter behind two APFs guarding an anti-aircraft gun. Neutralize them from behind, train Specter's crosshairs near the rear of the ZSU-23-4, and command Fireteam, Bravo or Able to "Deploy/Satchel." Immediately clear the area, as the satchel will explode shortly, when the meter on the right elapses.

Primary / Secondary Objective #2

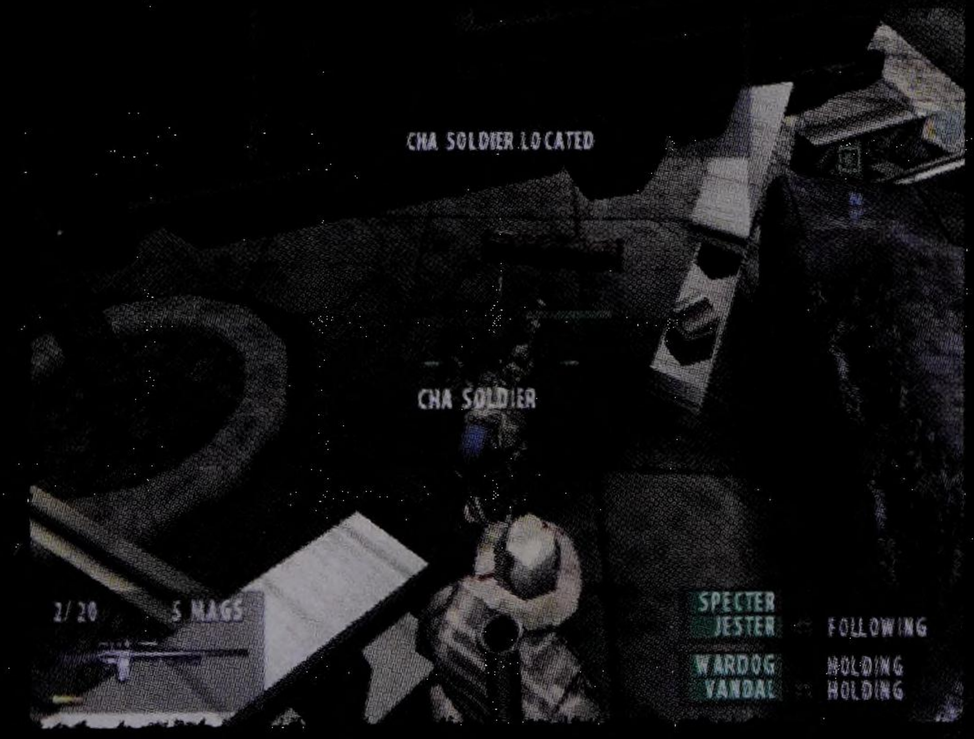
Destroying the anti-aircraft gun lets SOCOM immediately send in an AH-64 helicopter, which will neutralize the tank with missiles, thereby completing a primary objective.

Bonus Objective #1

All that remains now is the elimination of the rest of the hostiles, most of which will be snipers high on the rooftops. In relation to the central traffic circle, or Nav point Echo, one is to the north and slightly east, one to the west overlooking the AA gun, two are on a building in the southwest, one occupies a very tall tower toward the southeast, and there is one to the northeast. Also, be on the lookout for two ground-based APF stationed to the right and left of the tank.



Once all the hostiles are neutralized, Specter must move to Nav point Echo and again "locate" the CHA peacekeeper. Command him to "Pullout," and he will head north to a cleared area to exfiltrate. Now that the remainder of the CHA aid workers and peacekeepers have been rescued, and the APF armored weapons assets have been neutralized, the main objective now is to ensure the safety of U.S. citizens and secure the Embassy. That mission will be upon Fireteam very soon.



LEVEL 9

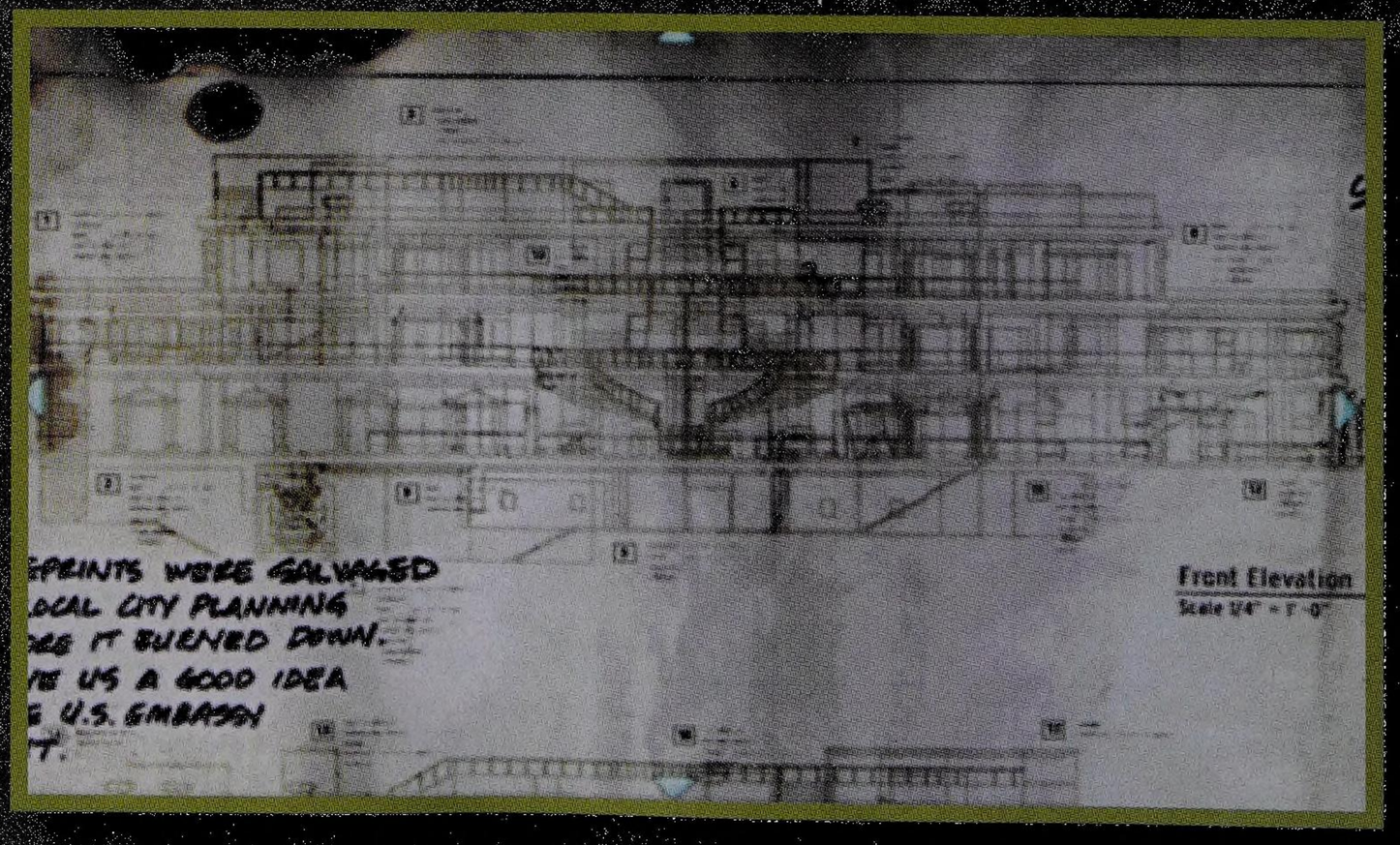
OPERATION KEEPING FAITH: AGAINST THE TIDE

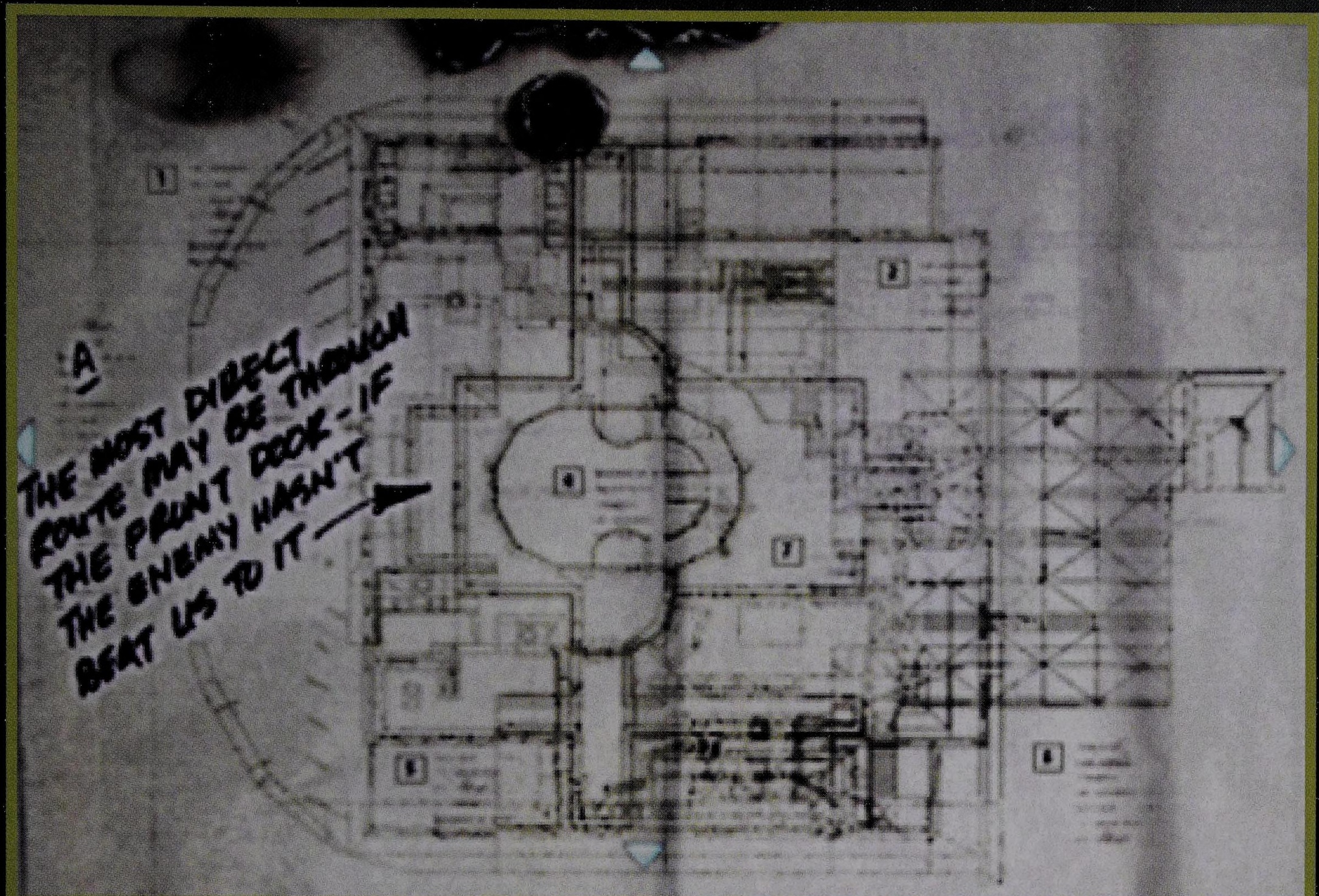
LOCATION: BEJAIA, ALGERIA
ENEMY: ALGERIAN PATRIOTIC FRONT
OBJECTIVE: EXTRACT EMBASSY STAFF

MISSION OVERVIEW:

The concentration of General Mahmood's Algerian Patriotic Front forces within Bejaia has proven overwhelming for local law enforcement and CHA peacekeepers, allowing the APF to advance towards one of the city's last secure bastions, the American Embassy. Perhaps aided by the SEALs' previous mission, during which they neutralized one of the APF's Soviet-made ZSU-23-4 Anti-Aircraft guns, SOCOM has been able to send in several rounds of helicopters to help evacuate the Embassy's staff before the inevitable siege and takeover of the structure by the APF. However, time is now of the essence, because the current flight of helicopters is en route to safety and the remainder of Embassy staff—some of them missing—must be protected until a helicopter can return to provide a final ferry out of war-torn Bejaia. Fireteam has been sent in to keep enemy forces at bay until the last helicopter can return to evacuate both the SEALs and all remaining Embassy staff. Otherwise the staff could make for casualties or hostages to be used as bargaining chips by the maniacal General Mahmood, who is also very interested in obtaining any documents that have not been destroyed or airlifted out.

Because air units are busy evacuating the Embassy, Fireteam must infiltrate the area on foot, forge its way through APF forces in the area, and discover a way into the compound so that it can assess the situation and establish perimeter defenses. Also, once inside, Fireteam must locate and thereafter provide cover for the staff within. SOCOM will communicate with SPECTER on the E.T.A. of air transport, which will land on the roof, designated Nav point Zulu, to extract all remaining survivors from the Embassy. But until that time, Fireteam is responsible for keeping the enemy at bay during what looks to be a prolonged battle. As the final helicopter approaches, Fireteam must retract its defense perimeter and move to the Embassy roof, providing cover fire until the escortees are loaded and extracted from the landing area. This mission takes place at night and is likely to involve combat at all ranges. Also, visibility inside is expected to be low, as the siege may have disabled all but the emergency lighting. It is highly advisable that the SEALs study the blueprints of the Embassy, because engaging the enemy from one location will more quickly exhaust finite stores of ammunition. Rather, being able to knowledgably move throughout the large compound may be a wise delay tactic until the helicopter arrives. SOCOM has a live satellite feed that will help track APF movements. Unfortunately, the SEALs will not have the time and wherewithal to attempt to remove General Mahmood from power, because it has become evident that he has taken control of the city of Bejaia. SOCOM has limited resources in Algeria at present, and more pressing objectives—the safety of Americans—must take precedence.





Primary Objectives:

1. Reach American Embassy: Because helicopters are engaged in the evacuation of Americans, Fireteam must infiltrate the Embassy through areas occupied by the APF. Its entry will be either be via an underground garage on the west side of the compound, or via a stack of crates and obstacles to the east.

2. Defend Embassy: Once inside, Fireteam must prepare for an onslaught of APF soldiers by establishing a defensive perimeter. This also includes the protection of escortees.

3. Extract with Embassy Staff: The extraction will be via helicopter at the landing area on the roof of the Embassy, designated Nav point Zulu. Fireteam must provide cover fire until the escortees are safely inside the bird.

Secondary Objectives:

1. Find Embassy Personnel: There are two people, Thomas Tanaka and Marcy Raines, who were left behind by previous airlifts filled to capacity. They are on the second floor of the Embassy, standing in the open to the east and west, respectively.

Hidden Objectives:

1. Secure Documents in Embassy: Just beneath the lower floors of the Embassy, next to the weapons stores, is a room containing both secret documents and a covert communications apparatus. Retrieve the documents so they do not fall into enemy hands, and SPECTER can destroy the apparatus with C4. An alternate post-mission debriefing will result, along with additional points awarded to the Mission Stats.

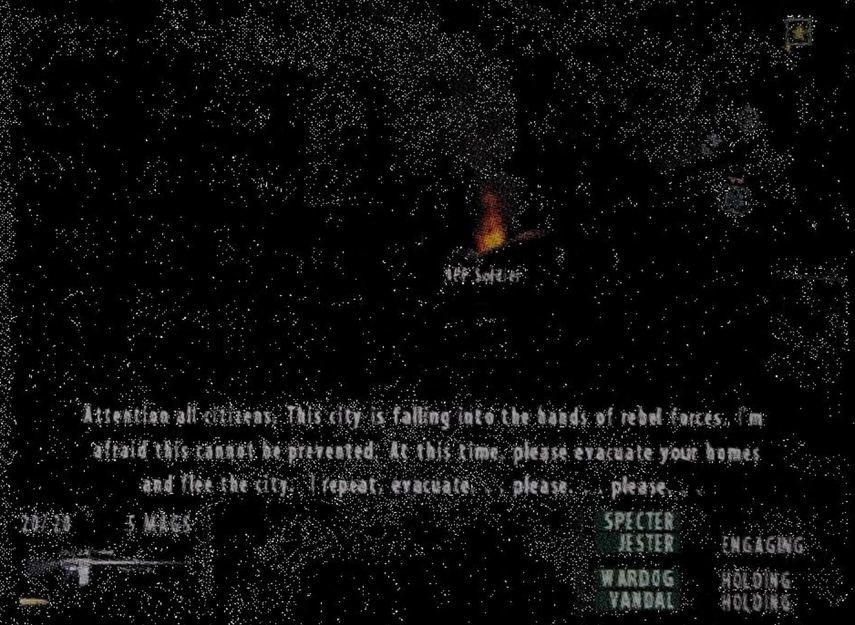
ARMORY

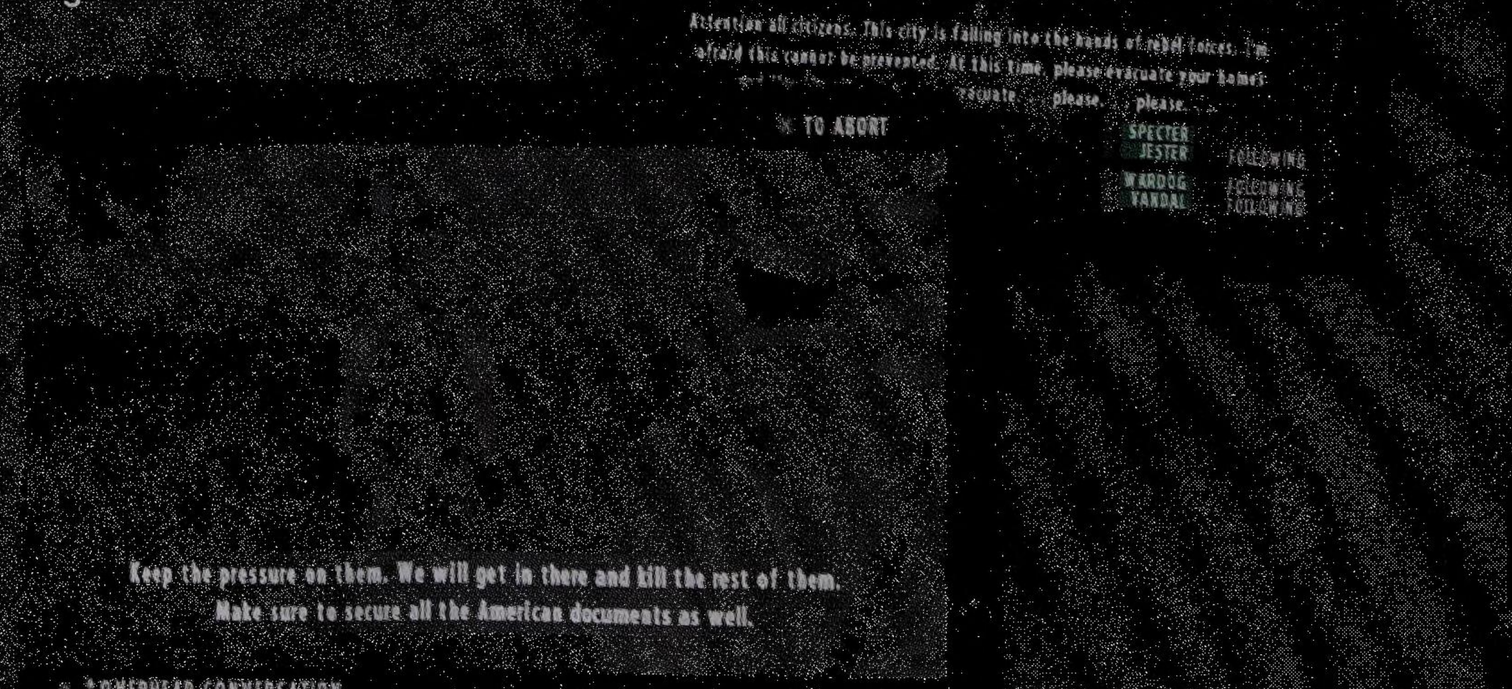
There are two distinct segments to this mission: the infiltration from areas of Bejaia occupied by the APF, and the defense of the escortees within the Embassy. Obviously, the thrust of this mission is the latter, so the infiltration portion should ideally expend as little ammo as possible, and prevent Fireteam from being wounded so it can survive the onslaught at the Embassy. The best way to do this during the infiltration portion is stealth, but unfortunately Fireteam is unlikely to be able to simply sneak past the encampments on the road or the APFs, who carry automatic weapons effective in short range combat. Therefore, the next best tactic is to eliminate them at a range that makes their assault rifles ineffecttive, and quickly enough so that they cannot coordinate a strike with others. The silenced or non-silenced SR-25, which can be fitted with a thermal scope, is perhaps the ideal primary weapon for SPECTER in the early going of this mission. Careful headshots from the prone position, at long range on streets with high visibility, precludes the necessity of having Fireteam risk injury in short or medium range combat, expending ammo in the process. The thermal scope greatly helps in identifying enemies and targeting them at night. Also, keep in mind that SPECTER will be able to choose a different weapon from the Embassy's own arms stores upon arrival, one of which, the M4A1 SD, can be fitted with a scope to help sight snipers. Also, these stores can replenish the ammunition of the rest of Fireteam, but SPECTER must lead them to where it is located. This leaves the choice of how to arm the rest of Fireteam. If SPECTER has the infiltration covered, equipping JESTER and Bravo Element with the weapons most suited for fending off APFs at short and medium range inside the Embassy is logical. Their primary weapons should be able to dispose of an enemy quickly, with only a few rounds, as the Fireteam member prepares for the next oncoming APF. There are several primary weapons suited for these goals, each with varying stats. 2X Ammo is a very logical choice for all members of Fireteam in this mission. SPECTER will be carrying C4, which comes in handy in a few situations, while the rest of Fireteam carries red smoke necessary during extraction.

MISSION WALKTHROUGH

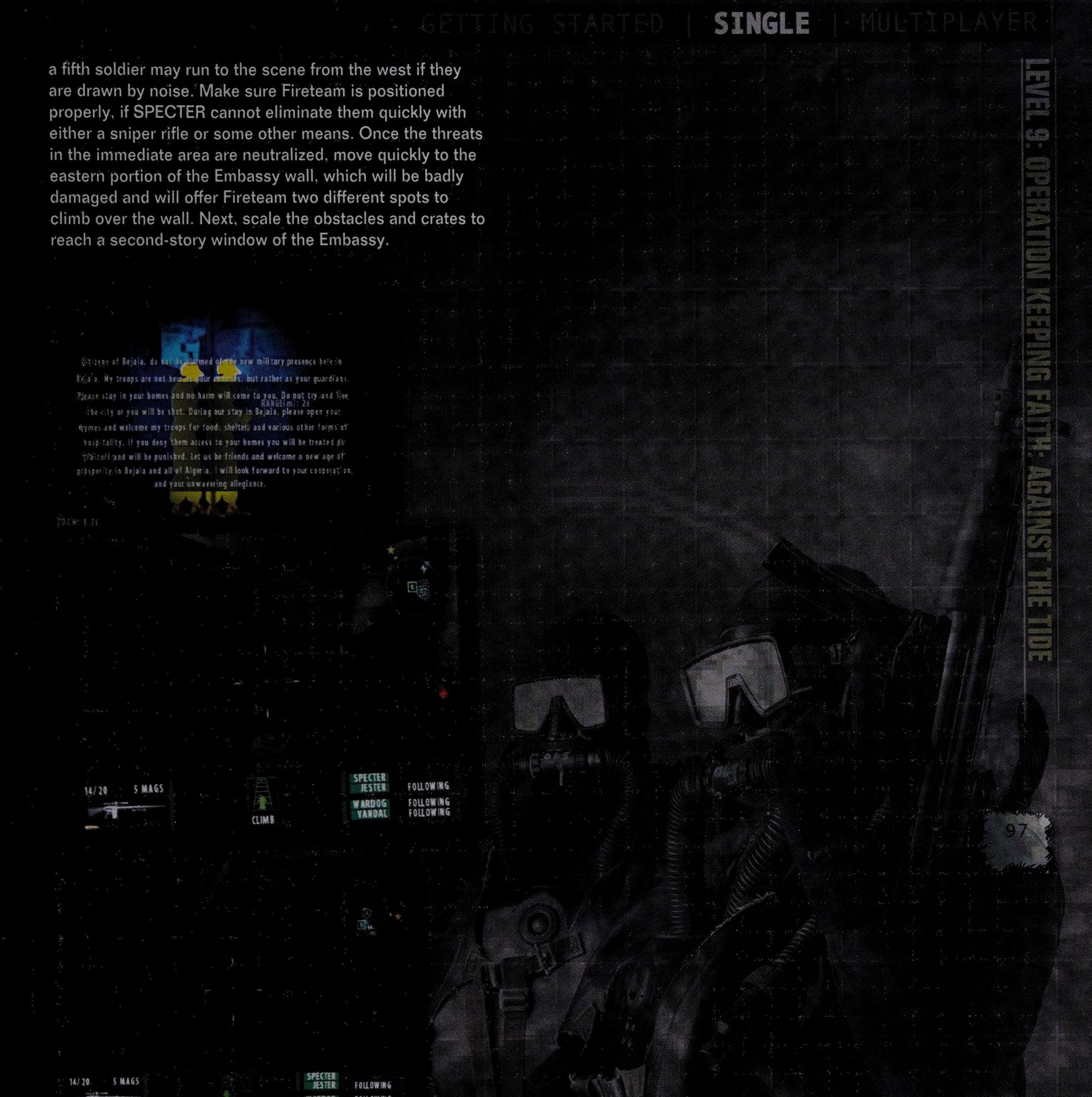
Primary Objective #1

Soon after the mission starts, the Bejaia mayor will address citizens over the speaker system and urge them to evacuate. However, during this time, General Mahmood and his forces eliminate the mayor, and Mahmood then speaks in an attempt to pave the way for APF occupation, warning them that they will be shot if trying to flee the city. The infiltration is made difficult because of enemy roadblocks and patrols, so Fireteam must choose its path strategically. Because the front entrance to the Embassy has been blocked, SPECTER must decide between one of two different paths to the Embassy, resulting in an entrance located either to the east (Nav point Echo) or southwest (Nav point Delta) of the compound. To reach Nav point Echo, head east (to the left) from the insertion point. Carefully prepare for the first APF along this route, who will come into view during his north-south route near a burning bus. Neutralize him. Move south, but be advised that there is a guard to the west on this central road, although, unless alerted, he may be too far to get a visual on Fireteam and engage. Crawl towards the burning car and a cut-scene will show a conversation between two APFs, who understand that they must enter the Embassy, eliminate the survivors, and search for any valuable documents that are left behind. Ahead to the east is a machine gun turret. Neutralize the soldier manning it at range. Around the bend and to the south are the two conversing APFs who will be alerted to loud gunfire. If they are not alerted, these APFs will usually idle in the intersection, along with a nearby third who joins them. A fourth and possibly

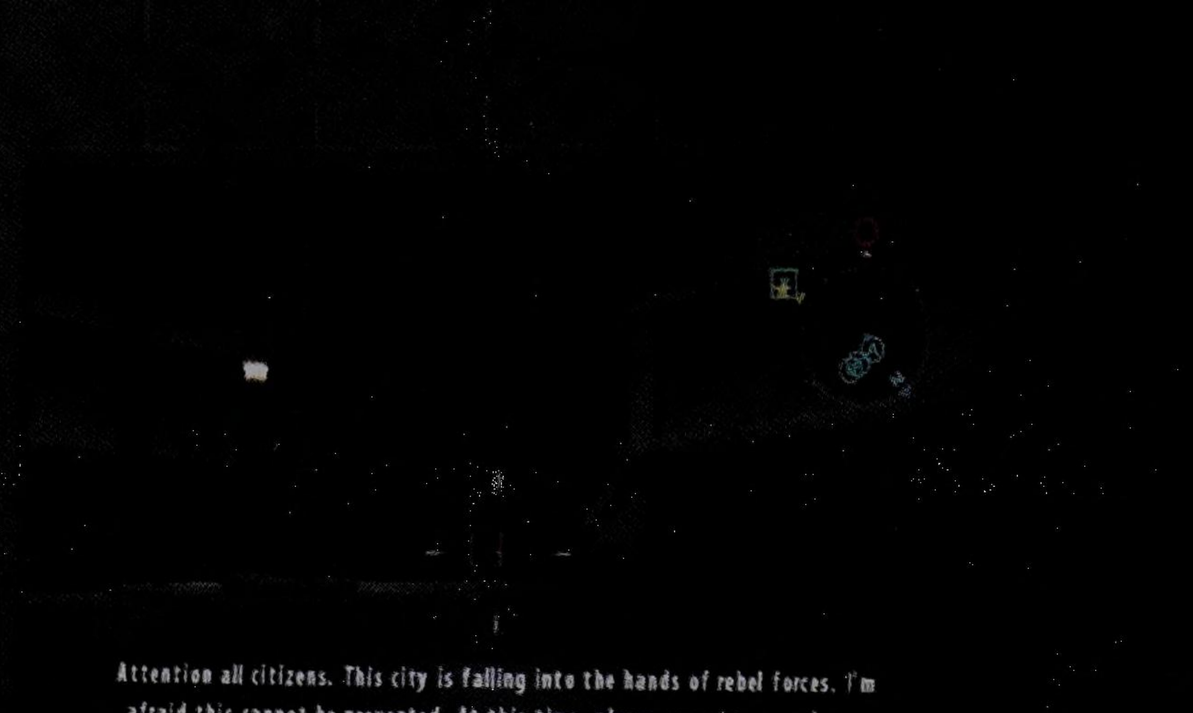


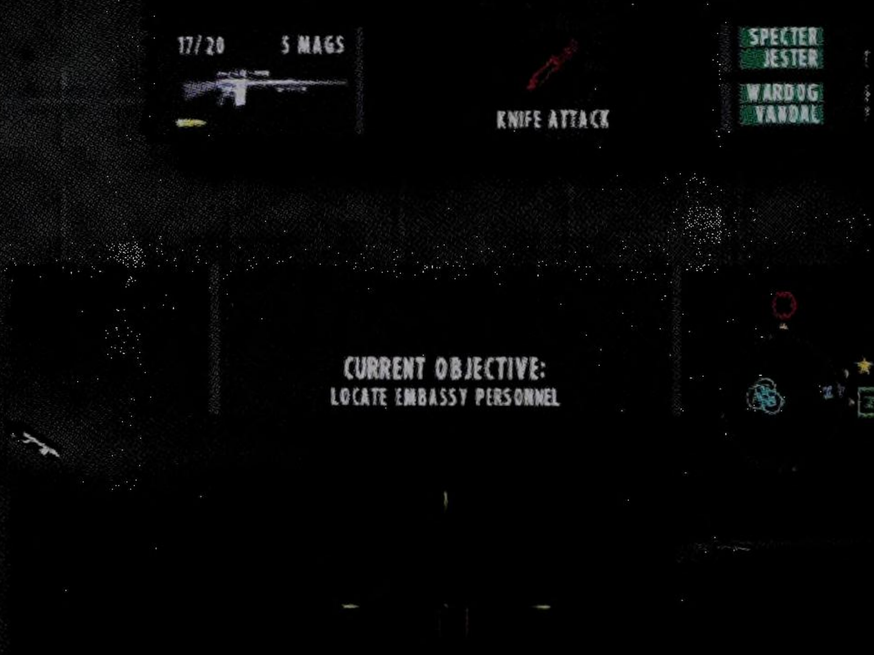


a fifth soldier may run to the scene from the west if they are drawn by noise. Make sure Fireteam is positioned properly, if SPECTER cannot eliminate them quickly with either a sniper rifle or some other means. Once the threats in the immediate area are neutralized, move quickly to the eastern portion of the Embassy wall, which will be badly damaged and will offer Fireteam two different spots to climb over the wall. Next, scale the obstacles and crates to reach a second-story window of the Embassy.



The second method of gaining entry into the Embassy is through the underground garage towards the southwest of the compound, designated Nav point Delta. From insertion, head west (to the right) and neutralize a lone soldier at range. Monitor the alley to the southeast, but do not approach until neutralizing an APF who will be patrolling from the east. A cut-scene will ensue, showing two soldiers who seem rather excited about the prospects of more killing. Notice that, to the right, there is a thin corridor leading to a courtyard. This is where the cut-scene takes place. After the conversation, one soldier will remain in the courtyard, while the other moves towards the street in front of the Embassy. Neutralize them both. There are opportunities to perform stealth kills and also, while they converse, the chance to notch two headshots with one bullet. Another APF should come into view shortly from the south, and one to the north about 50 meters may engage if he is alerted. A final soldier is in front of the entrance to the garage on the road further to the south. Move towards Nav point Delta, and be prepared to neutralize two more hostiles who are inside the garage. Be advised that there is one drawback to this method of entry; now that the door has been blown, APFs can enter the Embassy through this doorway. However, this will matter little unless Fireteam plans to ride out the onslaught in this part of the compound.



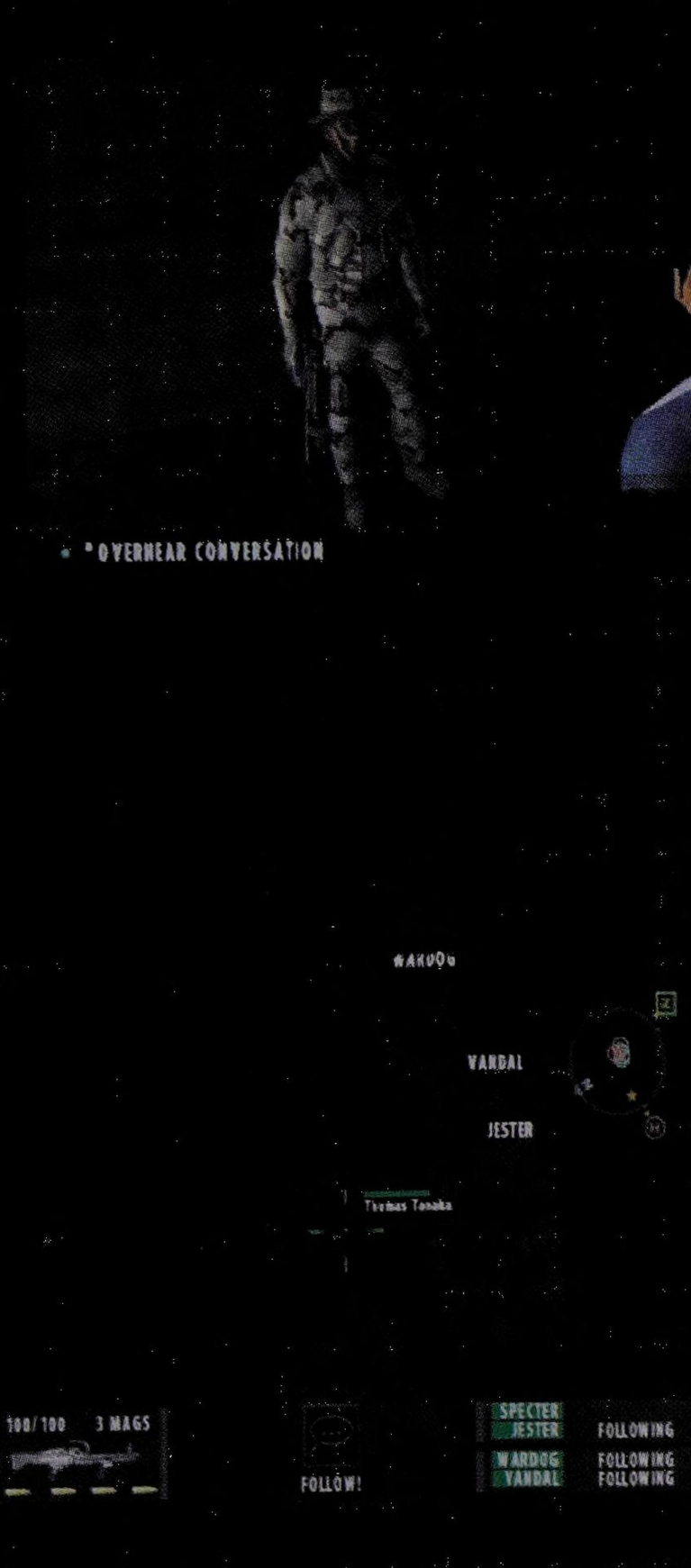


Hidden Objective #1

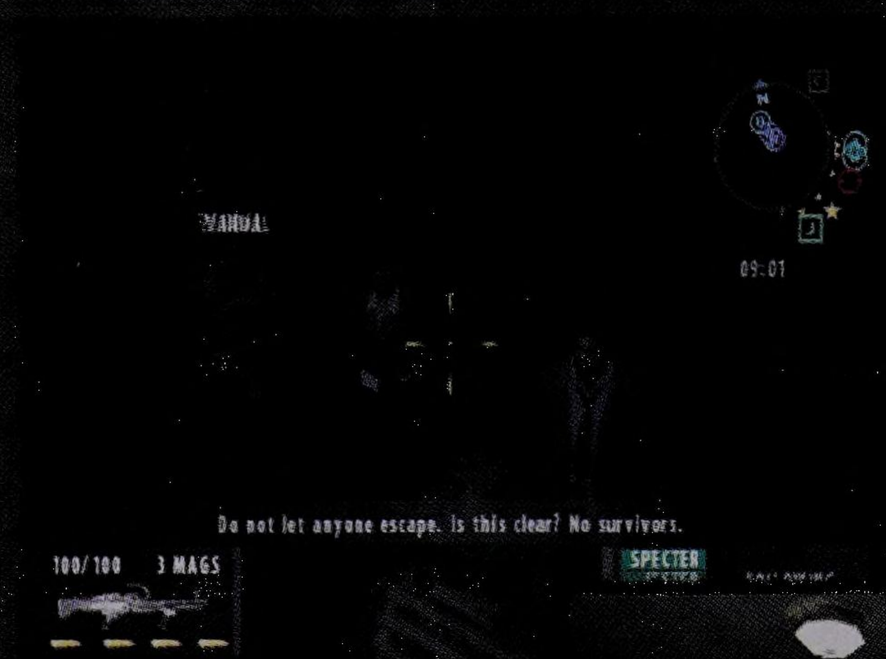
Once inside, regardless if entering from Nav points Echo or Delta, the first order of business should be the completion of a Hidden Objective. The soldiers along the eastern route spoke of searching the Embassy for secret documents in addition to eliminating any survivors. Fireteam can obtain these documents first. From the garage entrance to the south of the compound, move east past a large heating machine and then up some stairs to the weapons store room. Here, SPECTER can exchange his weapon for either an M6OE3 or an M4A1 SD, both with ample ammo, along with ammo for the primary weapons of all Fireteam members. At the southwest end of this room are some stairs leading to a single room, inside which are located some top-secret documents and an apparatus apparently for covert communications. Grab the documents and destroy the communications apparatus with C4. HQ suggests they may get a special reward for that.

Secondary Objective #1

At this point, Fireteam should take a quick tour of the Embassy to get a sense of its structure and pathways, and also to look for Embassy personnel. There are two potential escortees in this mission: Thomas Tanaka, who is on the east side of the second floor of the Embassy, and Marcy Raines, who is on the west side of the second floor. Approaching Rainers will trigger a cut-scene.

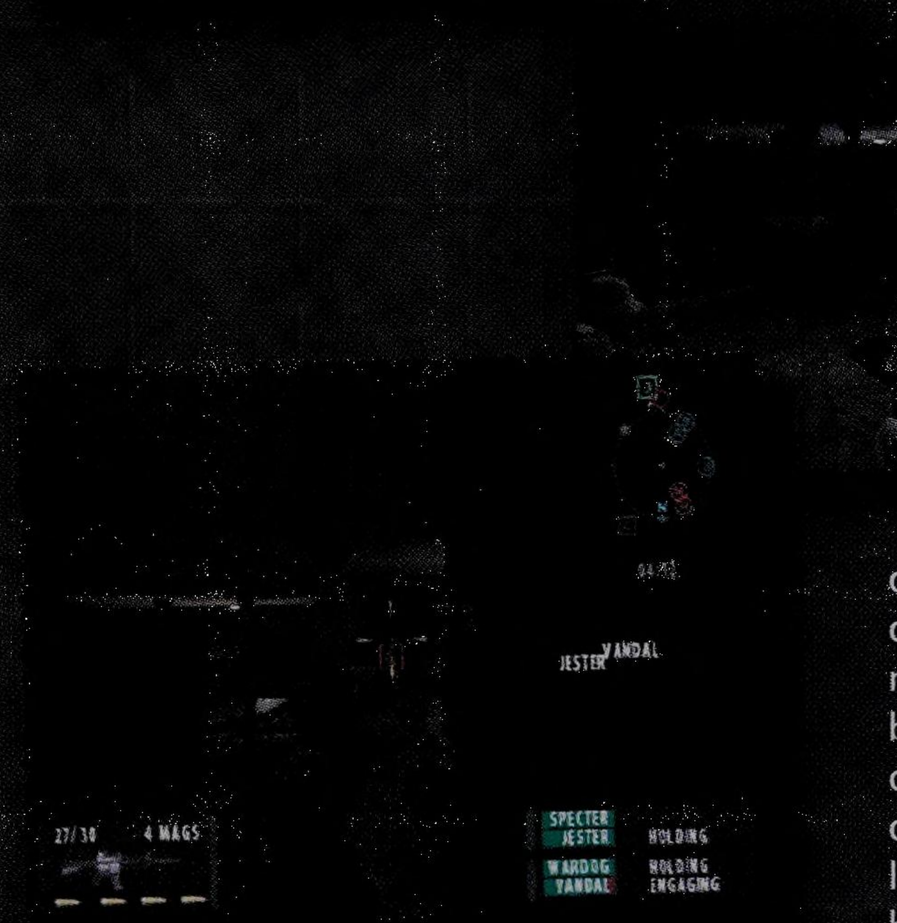


When the second escortee is restrained, SPECTER will speak with HQ, who will update Fireteam on the helicopter, which is under fire from the ground. A countdown of ten minutes until extraction (estimated) will initiate. Therefore, do not restrain the second escortee until devising a plan on where and when to engage the enemy, as well as devising a contingency plan should something go wrong. Also, be sure that SPECTER has full ammunition.



Primary Objective #2

Once Fireteam has gained an intricate knowledge of the Embassy, at least a few things should factor in their decision on how, and where, to set up perimeter defenses and sustain the APF onslaught. First, any location where Fireteam and the escortees remain dormant should have minimal points of access, meaning that the enemy can only approach from, ideally, one direction. This allows all four members of Fireteam to concentrate fire in that one direction. Even more helpful in this situation is the case in which the enemy, to get closer to its target, must pass through a "bottleneck", or tight, constricting space in which only one enemy can file in at one time. Doorways, corridors, stairs and obstacles can create such bottlenecks. Second, Fireteam should ideally have good visibility, so it can sight and track the enemies en route to its location on multiple floors. Third, there should be a safe place to which Fireteam can retreat, if need be, and even scramble for an escape. And fourth, if possible, multiple angles of attack on approaching enemies will ensure that Fireteam can conserve ammunition by resorting to simultaneous burst attacks sure to neutralize a single enemy quickly, rather than one-on-one engagements in which any single member can expend too many rounds neutralizing a single target. Be advised that during this battle, regardless of whether Able of Bravo Team members have been commanded to hold position, they will tend to move to get the best angle on the enemy during an engagement. Be prepared to adjust SPECTER's line of fire accordingly, so as to not wound team members, and to keep him out of the line of friendly fire. Of the many locations inside the large enemy compound, one location that meets many of these ideal criteria is on the west side of the third floor. SPECTER can command the escortees to "Hold Position" and "Get Down" inside a remote room where they will be hidden and protected from most enemy fire. Also, members of Fireteam can target enemies as they ascend the main staircase. Between the first and second floors, the stairs to the left are blocked, pushing APFs eastbound and into the targeting range of Fireteam. Fireteam can maintain multiple angles of attack as enemy soldiers approach, and the SEALs can retreat into the room next to where the escortees are hidden to concentrate fire on the bottleneck of the room entrance; another bottleneck for the enemy is on the approach to the room from the south. And, finally, if SPECTER decides to, he can advance its forces to the head of the staircase from the second floor and concentrate its fire in something of a "turkey shoot." However, every location has its drawbacks, and this spot, for example, may be compromised by an explosion that allows APFs to enter from outside the building. As far as movement is concerned, a handy tool to move a group covertly from the basement to the second floor is the stairs near the garage entrance. Throughout the siege, new cut-scenes will reveal different series of APFs en route to or entering the Embassy.



Primary Objective #3

At the end of the countdown, SPECTER and Sky Top will communicate, and the helicopter for extraction is expected to land shortly. However, satellite intel recognizes multiple heat signatures surrounding the Embassy, suggesting that there may be snipers in the area. The SEALs should not bring the escortees to the roof until such threats are cleared. If they do, however, be sure to have the escortees "Get Down" at Nav point Zulu, the extraction point. Not all the snipers need to be eliminated. There will be a long series of snipers, who will fire from the northeast, due north, northwest, and west, sometimes two from each location. Not all of these snipers will be in range of Nav point Zulu, though. Be certain to mark the extraction zone with red smoke. Sky Top will land and SOCOM's operations in Algeria will be complete as soon as they leave this hot zone in Bejaia. An APF soldier watches angrily and ineffectually as their siege of the Embassy turns out to be for naught.

Shoot that helicopter down!

LEVEL 10

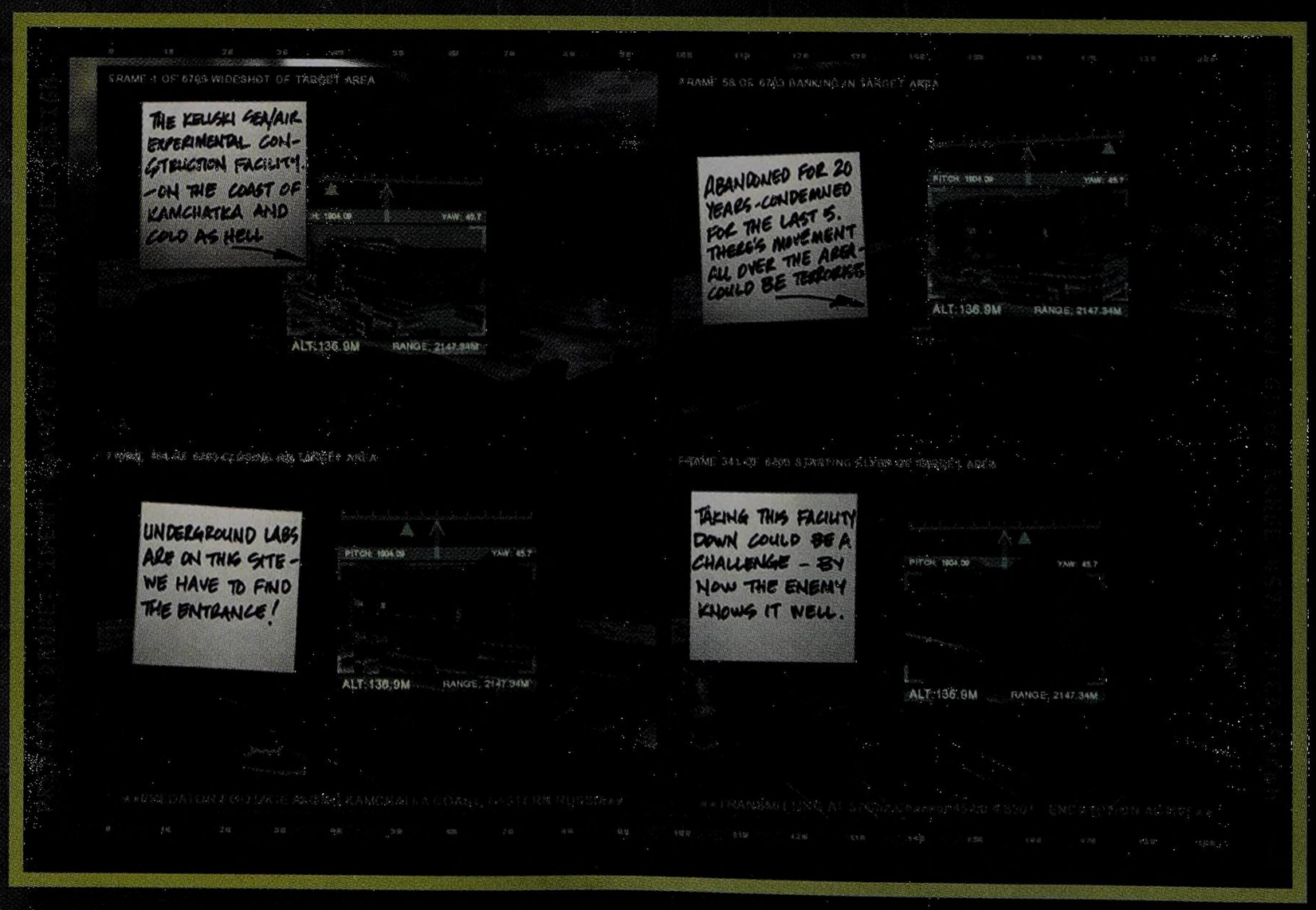
OPERATION STORMCLOUD: LOCKDOWN

LOCATION: KELLSKI AIR/SEA FACILITY, KAMCAHTKA
ENEMY: FORCE MAJEURE
OBJECTIVE: LOCATE AND DISABLE NUCLEAR DEVICES

MISSION OVERVIEW:

In the wake of the Cold War, disgruntled Russian ex-patriots, Europeans and Chinese have formed a group called the Force Majeure, otherwise known as the Global Liberation Front. This group, whose mantra is that the demise of the Soviet Union was the result of lack of policy, bears a strong hatred of Americans. Intel from operatives in Eastern Europe suggests that Force Majeure's movements in Kamchatka—specifically in a condemned Kellski naval shipyard along the Bering Sea—signal a strong potential terrorist threat, almost surely targeting the U.S. SOCOM is tasked with gauging just how advanced Force Majeure's strike capabilities are and whether there is any evidence of nuclear proliferation in what could be the Global Liberation Front's underground bomb fabrication lab. Interestingly, before Operation Rapid Kill was waged by SOCOM, Force Majeure had dealings with the now-defunct Sesseri Syndicate in Albania, a terrorist organization that had hoped to expand its operations with the distribution of weapons grade plutonium. Still, the Force Majeure could be capable of constructing a nuclear device with other various materials. Should there be such evidence, Fireteam must dismantle any nuclear devices.

Partially in exchange for the cooperation of the Russian federal government, two Spetsnaz operatives, call signs "Polaris" and "Bludshot," will substitute for Fireteam's Bravo Element. The expertise of Spetsnaz operatives may prove very useful in their home country. The conditions are extremely cold, with shallow water freezing along the coast of the Bering Sea. The mission takes place at night and visibility is limited. The enemy is well armed, has intricate knowledge of their facilities, and is more organized and coordinated than other terrorist groups, as evidenced by their radio communications, alarm system, and sophisticated weaponry. In essence, this mission requires Fireteam to recon the facilities, gather quite a bit of intel, and eventually destroy a fabrication lab that could be used to construct nuclear weapons. Beyond these objectives, Fireteam will be charged with neutralizing all Force Majeure terrorist forces in the area, regardless.



Primary Objectives:

1. Locate Fabrication Lab: The Spetsnaz operatives advise that the fabrication lab is likely to be in one of the larger, more heavily guarded facilities. In the case of the Kellski naval shipyard, such a facility is underground, in keeping with previous intel. Look for the underground facility in the center of the area, in Station A3, which is heavily guarded both above and below ground.

2. Dismantle Nuclear Devices: If and when Fireteam discovers any nuclear devices, they are to dismantle them immediately and render them inoperable. However, Fireteam will find only traces and a schematic of such a weapon of mass destruction, and the SEALs will then have to eliminate the possibility that this fabrication lab could be used in the future.

3. Destroy Bomb Fabrication Lab: Specter and Bludshot will be carrying satchels for this objective, which requires that the explosives be placed in the middle of the white fabrication tent on the bottom floor of the lab. After the satchel is deployed, Fireteam must evacuate or be eliminated.

4. Eliminate All Force Majeure Soldiers: Every single FM soldier throughout the whole of the Kellski facility must be neutralized before extraction.

5. Move to Extract: After all previous Primary objectives have been completed, Fireteam must move to extract in the frozen waters of the Bering Sea. Extraction will be by the U.S. Submarine Michigan.

Secondary Objectives:

1. Eliminate Truck Personnel: Three Force Majeure soldiers will emerge from the crashed truck and be forced to walk to the Kellski facility checkpoint. Eliminate them before they reach this destination.

2. Recon Entry Point: Specter must recon the patrolling FM who occupies the checkpoint station leading to the Kellski facilities. The ideal position to perform this secondary objective is from Nav point Delta.

3. Locate Frequency Codebook: Used by FM terrorists to communicate over the radio. It is located in Station A1, southwest of the entrance to the Kellski facility.

4. Locate Map of Uranium Plant: Located on a table in the northwest of the facility.

5. Locate Nautical Map: This intel could provide information on a possible course plotted for a large vessel intended to deliver the nuclear device. It is located in the large hangar to the southwest of the Kellski area.

6. Locate Bomb Schematic: This intel is likely to be useful in disarming the nuclear device that the Force Majeure is intent on constructing. It is located in the underground fabrication lab beneath Station A3.

Hidden Objectives:

1. Locate Blueprints for Experimental Aircraft: If Specter has been equipped with C4, he can use it to blow open a safe on the second floor of a furnace building to the north of the facility. Inside are the blueprints for an experimental aircraft, the makings of which are actually on-site. The reward is a movie showing the blueprints.

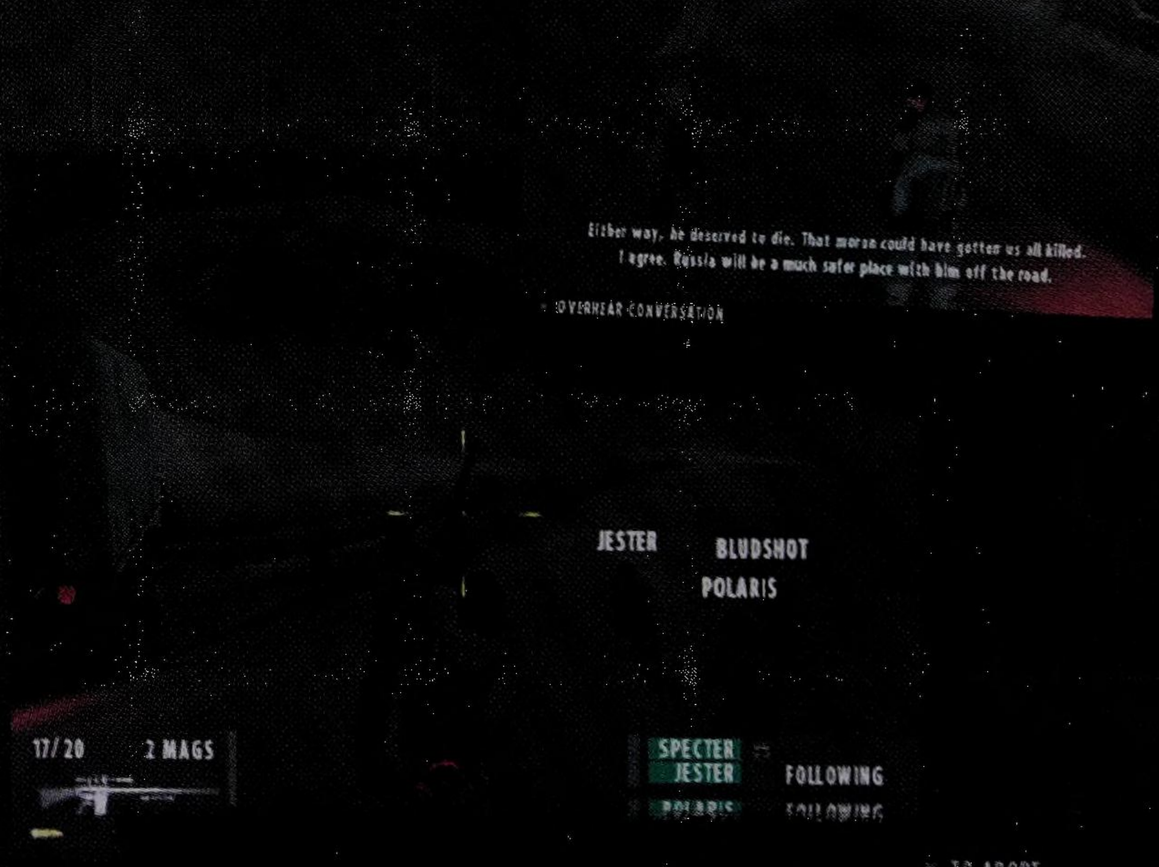
ARMORY

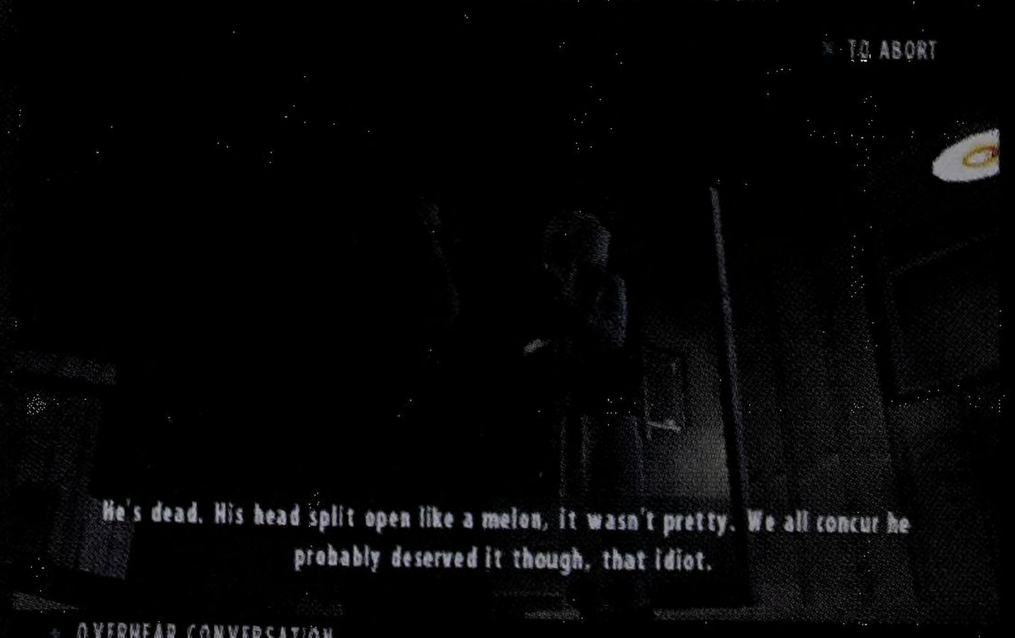
One of the objectives of this mission is to determine the strike capabilities of the Force Majeure. Therefore, Fireteam will ideally not alert the enemy to its presence, so that the enemy may act and exchange information naturally. In ways resembling the situation in the first mission, Operation Rapid Kill: Seeding Chaos, these terrorists maintain radio contact, and a series of regional alarm systems can alert the enemy and draw forces from other areas. For these and other reasons, stealth is a significant tactic, making silenced weapons preferable. The mission can be complete without them, however. The armory for this mission offers several selections of primary weapons that were previously unavailable. As ever, the M4A1 SD and HK5 SD are ideal choices, with the M4A1's improved range offering an extra advantage; patrol routes are somewhat scattered, and Fireteam members can neutralize an enemy strategically from further away with more accuracy. Also, the ammunition of the STG 77, widely used by the enemy on this mission, is compatible with the M4A1, enabling Specter to pack extra grenades or smoke in the stead of 2X Ammo. As in previous missions, the thermal scope, coupled with an SR-25 SD, can better distinguish the target from the surroundings while allowing Specter to engage the enemy from a safe distance. However, because Specter, along with Bludshot, is carrying a satchel, the one slot left for Specter should probably be filled by C4 for a special objective—the retrieval of the contents of a safe. Notice that the 552 SD assault rifle, the Spetsnaz default, is silenced, however, its volume is still very high. It is advantageous to outfit them with other silenced weapons. Other new primary weapon selections are not silenced, including the immensely powerful M87ELR sniper rifle. There will be many opportunities to restrain some Force Majeure terrorists, so equip Flashbangs if desired.

MISSION WALKTHROUGH

Secondary Objective #1

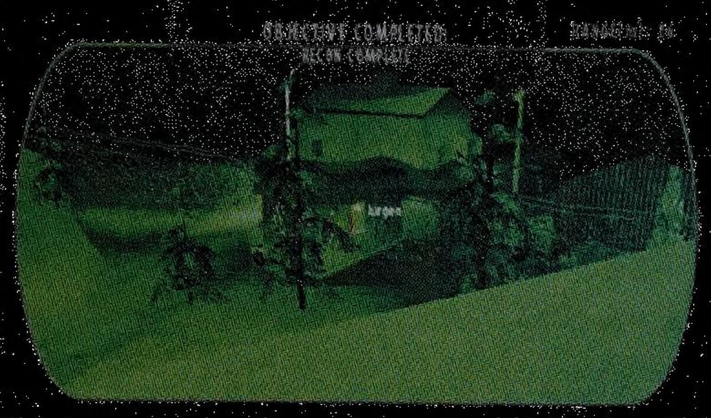
At the beginning of the mission, a Force Majeure member named Bernard is drunk and drives a Kellski truck into the hillside, forcing three FM soldiers—Sefedia, Francois, and Chu, their names reflecting the diversity of the organization—to walk the rest of the way to the enemy gate. Approaching the truck triggers a cut-scene, revealing how indifferent they are to Bernard's passing. A secondary objective is to keep these three from reaching the gate to the Kellski facility. This can be done in a number of ways, preferably silently. A Flashbang can help Fireteam neutralize one or more FM soldiers. Approaching from behind, Specter can stealth kill each member as they walk in single file up the road, and Specter can even notch two headshots with a single bullet from different angle. Fireteam can also simply "Fire At Will" or SPECTER can order BRAVO Element to "Attack to/Charlie". Allowing the three FM to proceed (and foregoing the first secondary objective) results in a second cut-scene with Jurgen, who is at the front gate, during which Bernard is once again described as an idiot.





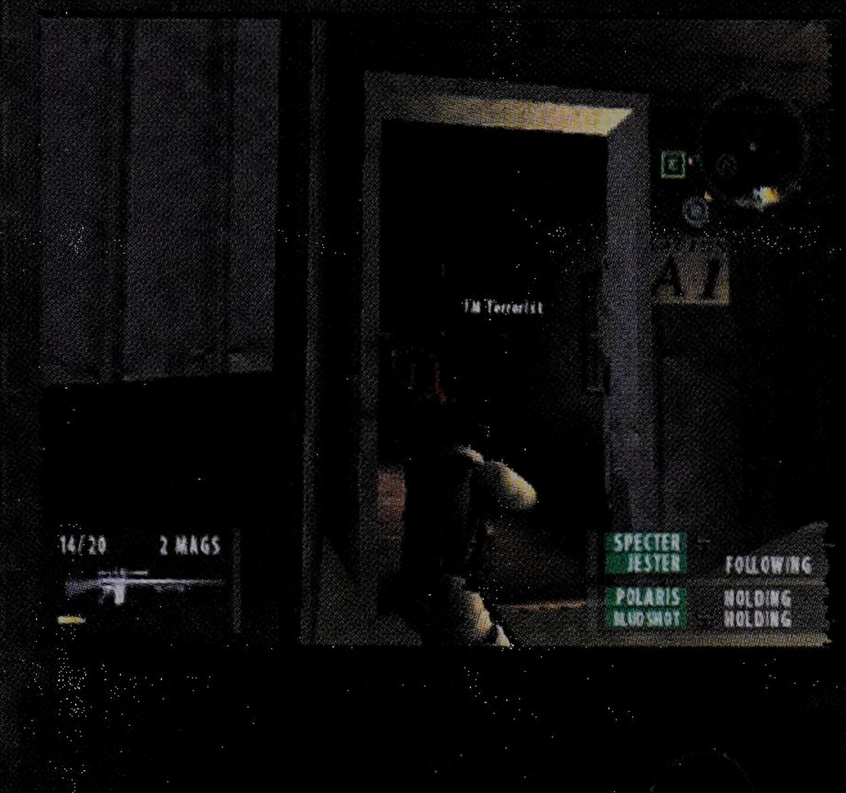
Secondary Objective #2

An additional secondary objective that can be completed before moving within the fence line of the Kellski facility is the recon of the FM guard, Jurgen, who mans the front gate checkpoint. Specter can approach the checkpoint unseen along the hillside to the north of the road (recalling an approach on the left side of the road towards the Sesseri family castle). This spot is designated Nav point Delta.



For the purposes of gaining the best angles of attack on some enemies and completing the level most efficiently, using a modified counter-clockwise route may be the most effective approach. Be advised that there is a hole in the northern portion of the fence line, which can be used to silently enter the facility. Notice that, approaching from the west, there is one guard immediately to the north (who can be easily targeted from Nav point Delta), while there are two or more patrolling near the fence line to the south, with additional forces patrolling a nearby central facility. First, it is wise to neutralize the guard to the north when his patrol route brings him as far as possible from the checkpoint station. His route does not bring him in contact with other FM. A clockwise route is also possible, approaching when the nearest FM has his back turned.

Again, before entering the main area, Specter can recon and silently eliminate several FM guards patrolling the eastern portion of the facility from outside (or closely within) the fence line. This gives Fireteam routes into cleared areas immediately after moving past the checkpoint station. First, as soon as possible, neutralize the guard coming from the west on a slant towards the building to the southwest of the gate, labeled Station A1. Jurgen can be neutralized at range with a shot through the window of the station, but be advised that another FM regularly patrols the station and will see that he has been eliminated. This soldier will then radio in an order that the alarm should be sounded. Therefore, if Jurgen is eliminated, this second guard must also be neutralized to keep the alarm from being activated. His route brings him from the west of station A1 (southwest of the front gate) into visual range of the checkpoint booth. If possible, eliminate him before he passes by the northern doorway to STATION A1, near which is another FM inside. Keep in mind that all hostiles must be neutralized for the mission to be successful—in fact, it is one of the primary objectives—so circumventing the enemy, if for reasons other than tactics, may be delaying the inevitable. Also, it is difficult, but not impossible, to complete the mission without triggering the regional alarms.

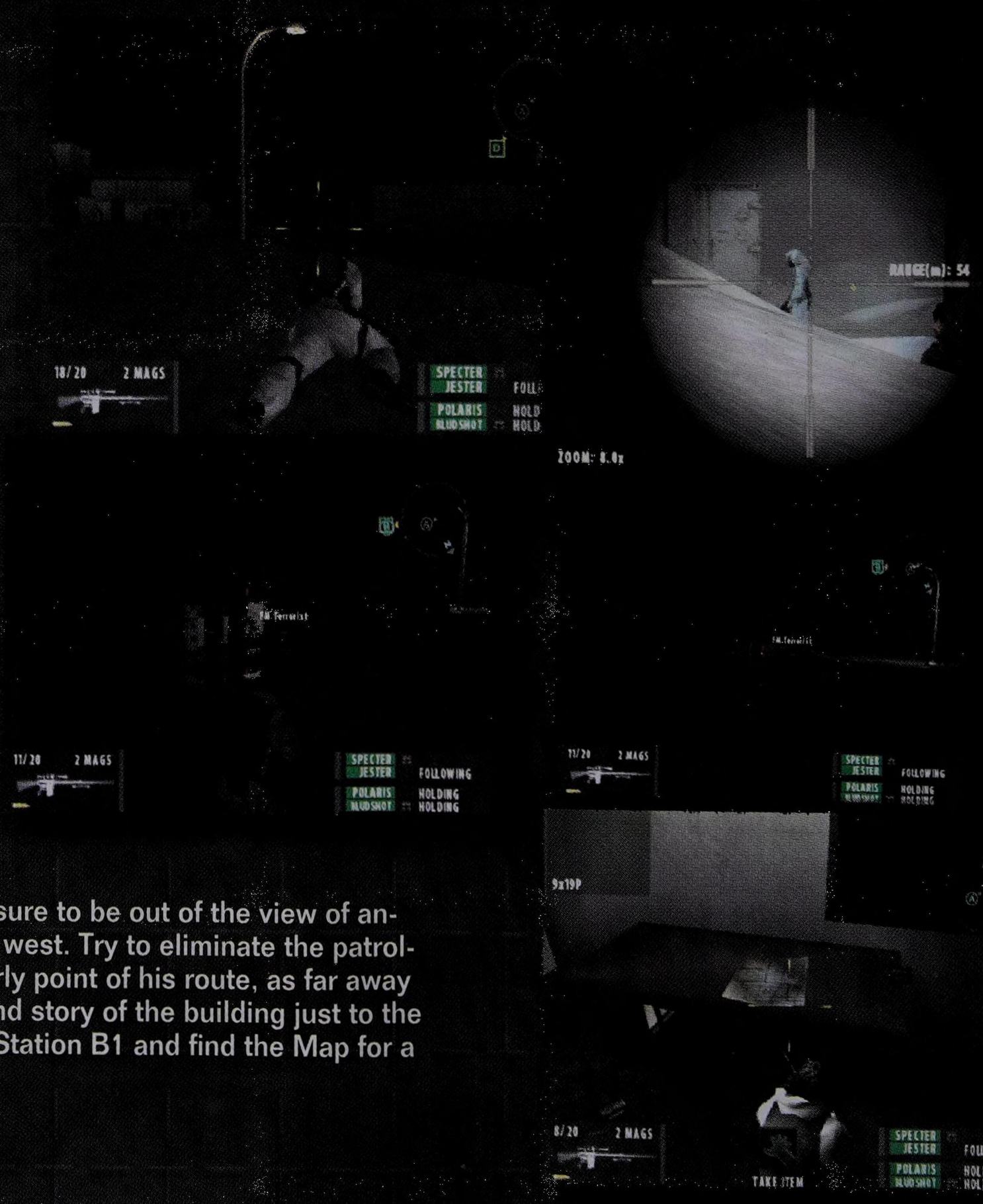


Secondary Objective #3

After Jurgen and the two guards moving outside Station A1 have been neutralized, approach Station A1 and find an FM in the doorway. The only soldier inside the station, he can be neutralized with stealth when his back is turned. Inside Station A1 is the first piece of intel that Specter can retrieve. Located at the south end of the station on a table, there is a Frequency Codebook used by terrorists to communicate via the radio. Be aware of the FM directly in the view of the window, but, to keep the alarm from sounding, do not eliminate him now. Move back toward the north entrance of Station A1, and keep watch for two more FM soldiers approaching from different routes from the west. Their movements are normally staggered, so either neutralize the FM further away and out of sight of the one walking in front or before their paths converge. After that, move northeast towards the fence line.

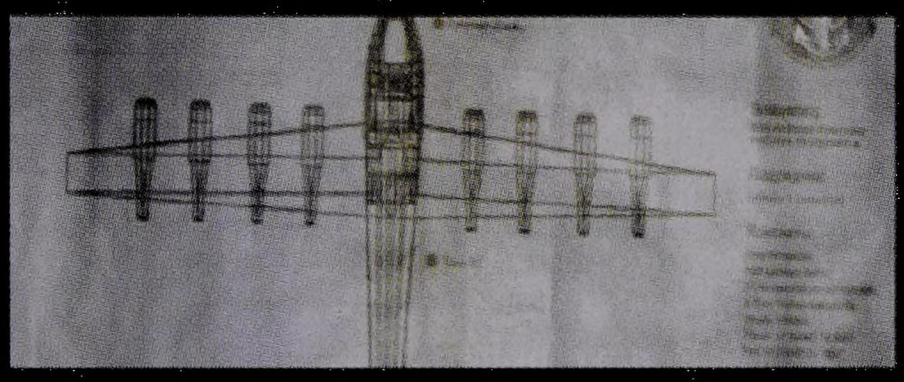
Secondary Objective #4

Proceeding counter-clockwise, move along the fence to the north and then west behind a series of the northernmost buildings. The first building is not accessible. However, standing near the single entrance to the second building is an FM facing to the south. Do not eliminate him at this time, because a network of nearby soldiers must be eliminated in order to reduce the risk of setting off the alarm. Move further to the west and find the last building in the area, labeled Station B1. Approaching from the rear, Specter will be able to see and eliminate a soldier through a boarded up window. Around the corner to the south is another soldier standing alone, but do not eliminate him until he is sure to be out of the view of another FM that patrols east to west. Try to eliminate the patrolling guard at the most westerly point of his route, as far away from the sniper (on the second story of the building just to the east) as possible. Go inside Station B1 and find the Map for a Uranium Plant on the tables.



Hidden Objective #3

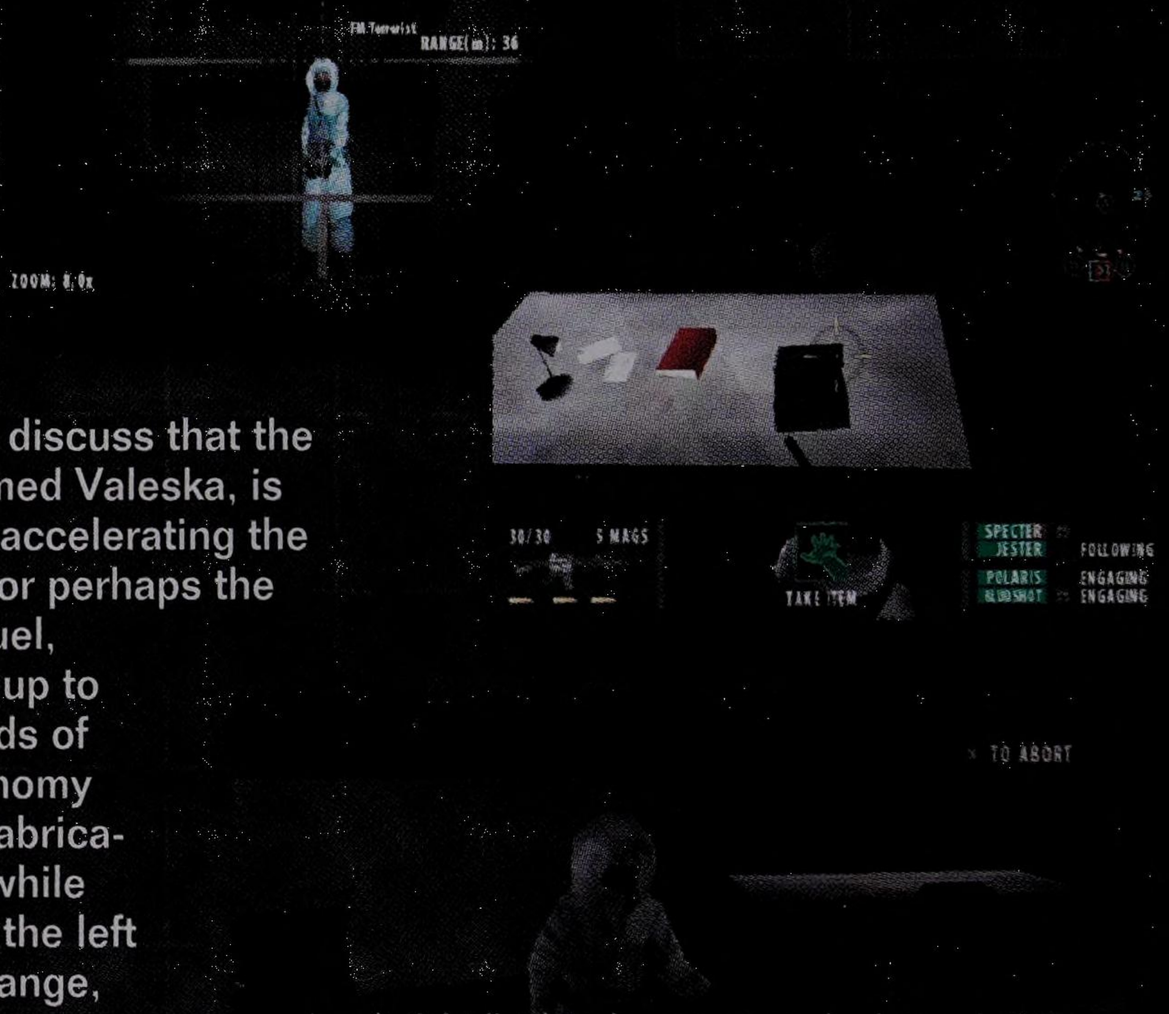
Now move back to the middle northern building with the guard and the entrance on the southeast side. The FM next to the entrance can be neutralized silently with an approach from behind, but be careful to do so when another FM within view to the south is not looking. Again, eliminating the soldier further to the south will likely alert the sniper on a perch above the nearest guard, thereby sounding the alarm. Ideally, it is best to neutralize the entrance guard when the sniper occasionally goes inside the second story room, but it is also possible to eliminate this guard when the sniper is on the west side of the catwalk facing another direction. Move quickly inside the building, careful to watch for an FM patrolling the catwalk inside. Specter can use the thin space in between the walls and large tank on the bottom floor to move closer to the target, and he can climb up its ladder to get a view of the enemy on the second floor. Move upstairs, where the sniper will be either inside the room or outside on his perch. Eliminate the sniper quietly and then, finally, eliminate the guard to the south, careful that he is not directly next to the northwest window of the building (behind which is another guard). After clearing this building, look to the east end of the room upstairs to find a safe that can only be accessed if Specter has equipped C4. Inside the safe is what Specter describes as the blueprints or "specs for some kind of experimental heavy lifting sea-plane," the makings of which, in fact, are elsewhere in the Kellski facility.



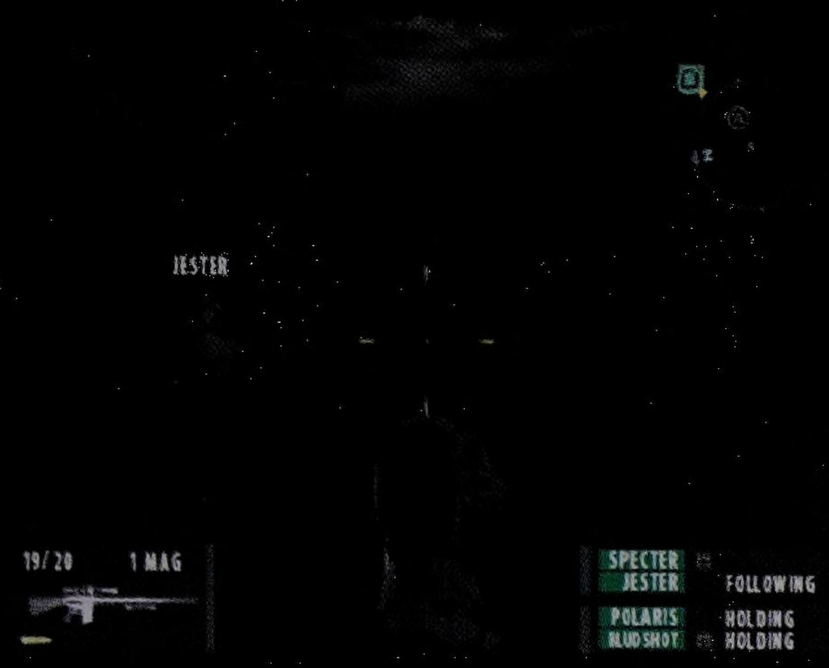
The next important location that Fireteam must clear is the underground bomb fabrication lab, which is inside the building labeled Station A3. It is located towards the north central part of the Kellski facility, but southwest of the snipers location. Specter can snipe two of the guards who are behind windows on the north side from the FM sniper's former perch. Be advised that there is a third guard who is behind a window to the east and in the middle of the top floor of the facility. Specter can crawl back around to the east side and target him through this window when his back is turned, rather than neutralizing him at close range from inside the building. Notice that he seems to have a problem zipping his pants.

Primary Objective #2- #3
Secondary Objective #6

Once the three FM soldiers inside Station A3 are eliminated, go through the door on the west side of the building, through two more doors, and finally Specter will have discovered the stairway leading to the bomb fabrication lab. A cut-scene ensues, and evidence suggests that the Force Majeure's bomb or bombs are no longer located there and have possibly been moved. The change of plans sees Command trying to get special permission from the Russian government to destroy the facility, which will take time (several minutes). In the meantime, Specter is instructed to search for more intel, which can be found in the form of a bomb schematic in the room further away from the stairs to the surface. Specter believes that this intel will be useful in diffusing a Force Majeure nuclear device in the future. If Specter moves towards the first room on the top floor, another cut-scene will begin as Specter overhears the conversation between Helmuth and Brandeis. They discuss that the Force Majeure, under the direction of someone named Valeska, is building a dirty bomb from radioactive waste. After accelerating the explosion of a large vessel—probably a cargo ship or perhaps the "experimental sea-plane"—with large amounts of fuel, Force Majeure plans for a radioactive cloud to drift up to 20 miles inland, targeting probably tens of thousands of civilians and aimed at disrupting the American economy and the national spirit. There are three FMs in the fabrication facility. One of them patrols the second floor, while the other two are, if not alerted, in the first room to the left of the stairs. The lone guard can be neutralized at range, however, be sure he is out of the sight of the northernmost room. Interestingly, the rooms appear to have bulletproof glass, forcing Fireteam to adopt a different strategy, one of which is to leave them alone in the room and let the explosive satchel that Fireteam must plant inside the facility take care of them. Fireteam may want to execute this maneuver as one of the final things to do in this mission.

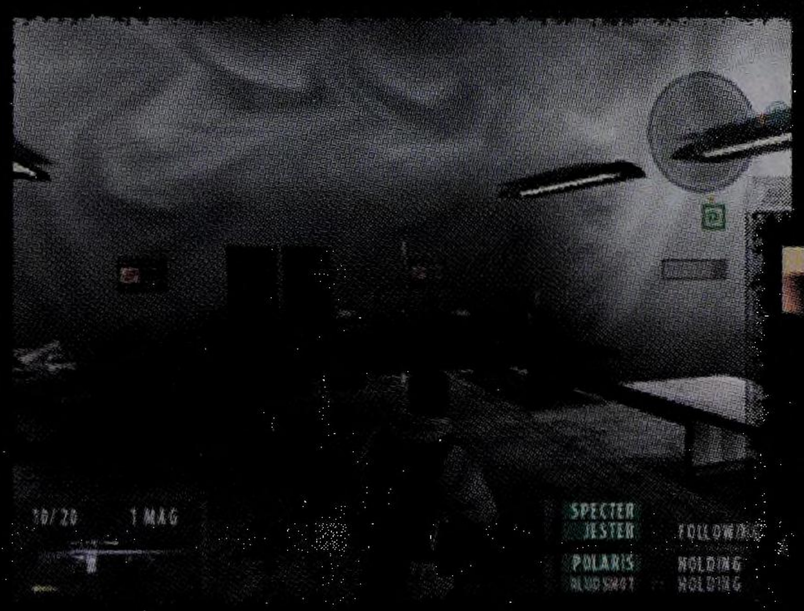


At this point, Fireteam should continue to collect additional intel and recon the largest of the Kellski facility buildings, the hangar in the southwest along the Bering Sea. There are several ways to reach this building. One method is using the peaks and valleys of the icy crags that line the south and west of the shallow portions of the Bering Sea, which make it possible for Fireteam to crawl undetected. However, the biggest threat to being detected at this point sits at two elevated positions in the form of snipers, one watching the west and one watching the south and east. Taking the western route (which has a flat portion in the northwest), watch the sniper's position and try to eliminate the two guards to the north of the hangar when the sniper is facing the other way. Then eliminate the sniper himself. There will be an additional lone guard patrolling the west side of the hangar.



Secondary Objective #5

The station far to the southeast of the Kellski shipyard has no intel and is not guarded. Of the three large cranes on the facility (noted on the TACMAP with small orange rectangles), the one on the southeast corner is the only one not occupied by a sniper. Enter the large hangar from the south end to be best able to sight the patrol routes of the FM from a distance. In the southeast corner of the hangar, there is a Nautical Map on the table. This is the last of the intel items. Inside the hangar, there are likely to be four guards, usually on the lower floor. Neutralize them at range. If Fireteam has already set off an alarm, Specter can shoot several explosive blue canisters of gas as an aid to help eliminate enemies in the close proximity.



Primary Objective #4- #5

If Fireteam has not already done so, eliminate the two enemies and the sniper normally occupying the territory to the south and east. And if Fireteam has saved the satchel explosion to eliminate Brandeis and Helmuth, do so now. However, be prepared to engage two heretofore unseen enemies that will approach from the area of Station A1. After all of the primary objectives have been complete, move to the extraction point south of the hangar on the frozen waters of the Bering Sea. Command suggests that Fireteam will be debriefed aboard the Michigan, a submarine that breaks through the ice. Unfortunately, the mission did not unfold as SOCOM had hoped and anticipated, but Fireteam was able to collect a great deal of intel that will help prepare the SEALs and their Spetsnaz counterparts to combat Force Majeure in the near future.

LEVEL 11

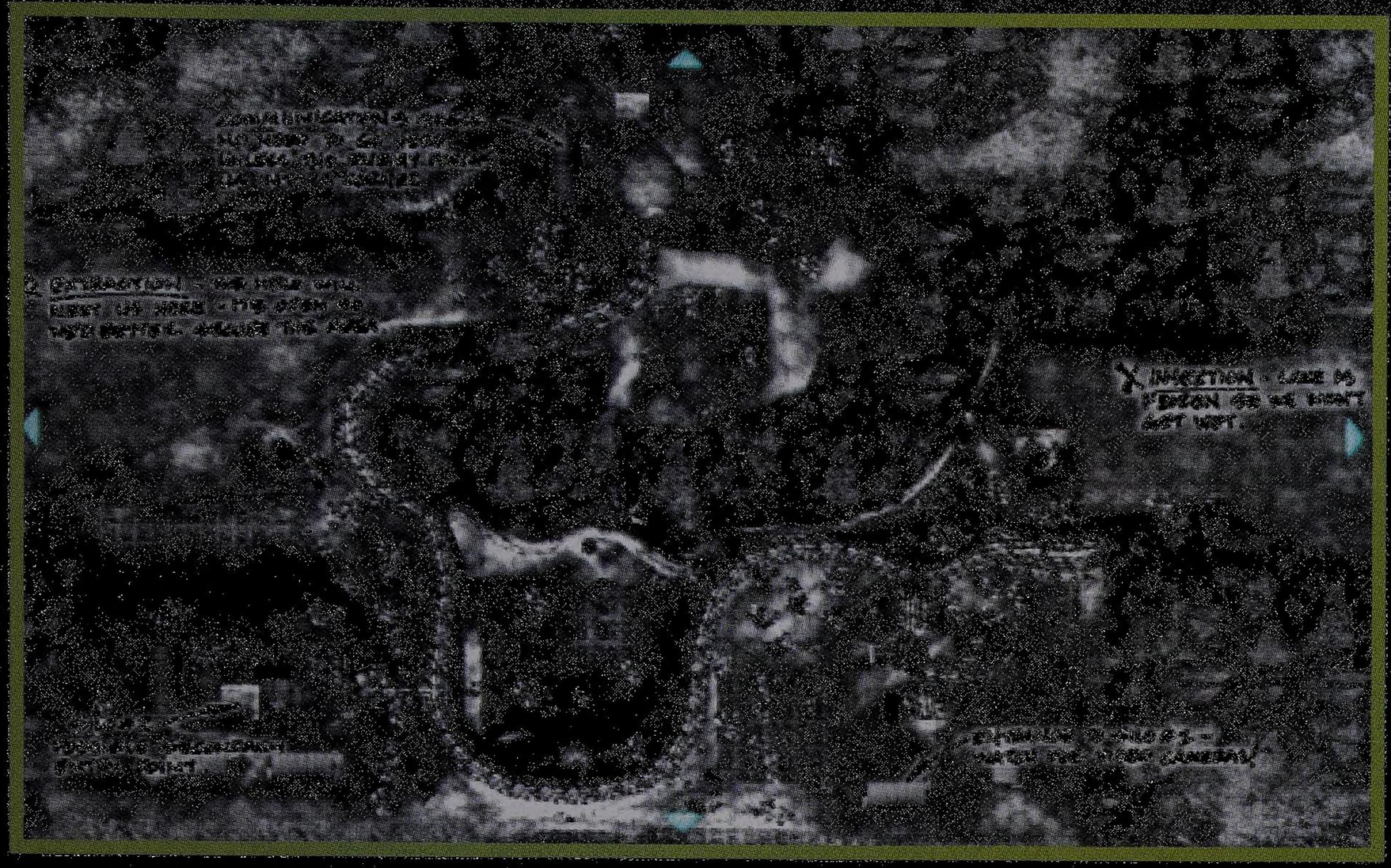
OPERATION STORMCLOUD: GUIDED TOUR

LOCATION: NORTHERN STAR URANIUM PROCESSING PLANT, RUSSIA
ENEMY: FORCE MAJEURE
OBJECTIVE: ESCORT SPECIALIST THROUGH STORAGE SILOS

MISSION OVERVIEW:

From the Lockdown mission, SOCOM has surmised that the Force Majeure is indeed capable of constructing a deadly device and waging an attack on the United States. Although there were some indications of the enormity of the threat, the SEALs were unable to discover the source of the radioactive materials likely to be used in the dirty bomb. Fortunately, the Russian Federal Security Service was able to detect the presence of the Force Majeure in an operation that the terrorists orchestrated at the Northern Star uranium processing plant. Apparently, disguised at plant technicians, operatives of the Force Majeure staged a radiation spill that forced hundreds of Northern Star employees to evacuate the plant for an indefinite period of time. Further, thought to be disguised as members of the decontamination crew, additional Force Majeure operatives are now on site, and their purpose there is believed to be connected to the vast amount of enriched uranium cake powder, or "yellow cake", located in a storage facility near the site. Lending credence to this assumption is the intel–a map of a uranium plant–that SPECTER discovered during the Lockdown mission. The vast stores of uranium cake powder that the Russian Federal Security Service reported to be at this Northern Star facility represent more than enough radioactive material to comprise a powerful nuclear device.

Again, Fireteam must be sent in to help gauge the potential threat of radioactive materials in a nuclear device. Specifically, the SEAL and Spetsnaz operatives must escort a specialist in radioactive materials, call sign "FLATFOOT", to the enriched uranium cake powder storage casks, where he will investigate whether radioactive materials have been removed from the facility, and if so, how much. This will help SOCOM better determine the severity of the threat posed by the Force Majeure. Complicating the mission is a series of alarms that will likely call into action an FM KA-50 attack helicopter that is on-site. It is integral that FLATFOOT be protected as he examines the stores of uranium in three different areas, and that he is escorted to extraction safely so that he can deliver his findings. The mission takes place at night, with portions both above and below ground, with firefights likely to occur at short and medium ranges.



Primary Objectives:

1. Escort FLATFOOT to Area One: This area is closest to the insertion point. At the bottom floor of the silo in Area 1 is the intel that FLATFOOT must retrieve.

2. Escort FLATFOOT to Area Two: Similar to the silo in Area 1, the bottom floor of the silo in Area 2 has the second article of intel that FLATFOOT must retrieve. Area 2 can be reached either by the surface or through an underground tunnel stemming from Area 1.

3. Escort FLATFOOT to Area Three: Area three is beyond a range of hills and close to the extraction point. The third and final piece of intel is located in a building to the northwest of Area 3.

4. Extract With FLATFOOT: After retrieving the three articles of intel, Fireteam must escort FLATFOOT to the northern lake that is frozen over. This is the extraction point.

Hidden Objectives:

1. Locate Map of Cargo Ship: This piece of intel is located on the surface in Area 2. It is inside a centrally located building to the south, on top of a table. This will highlight the locations of multiple bombs in the following mission.

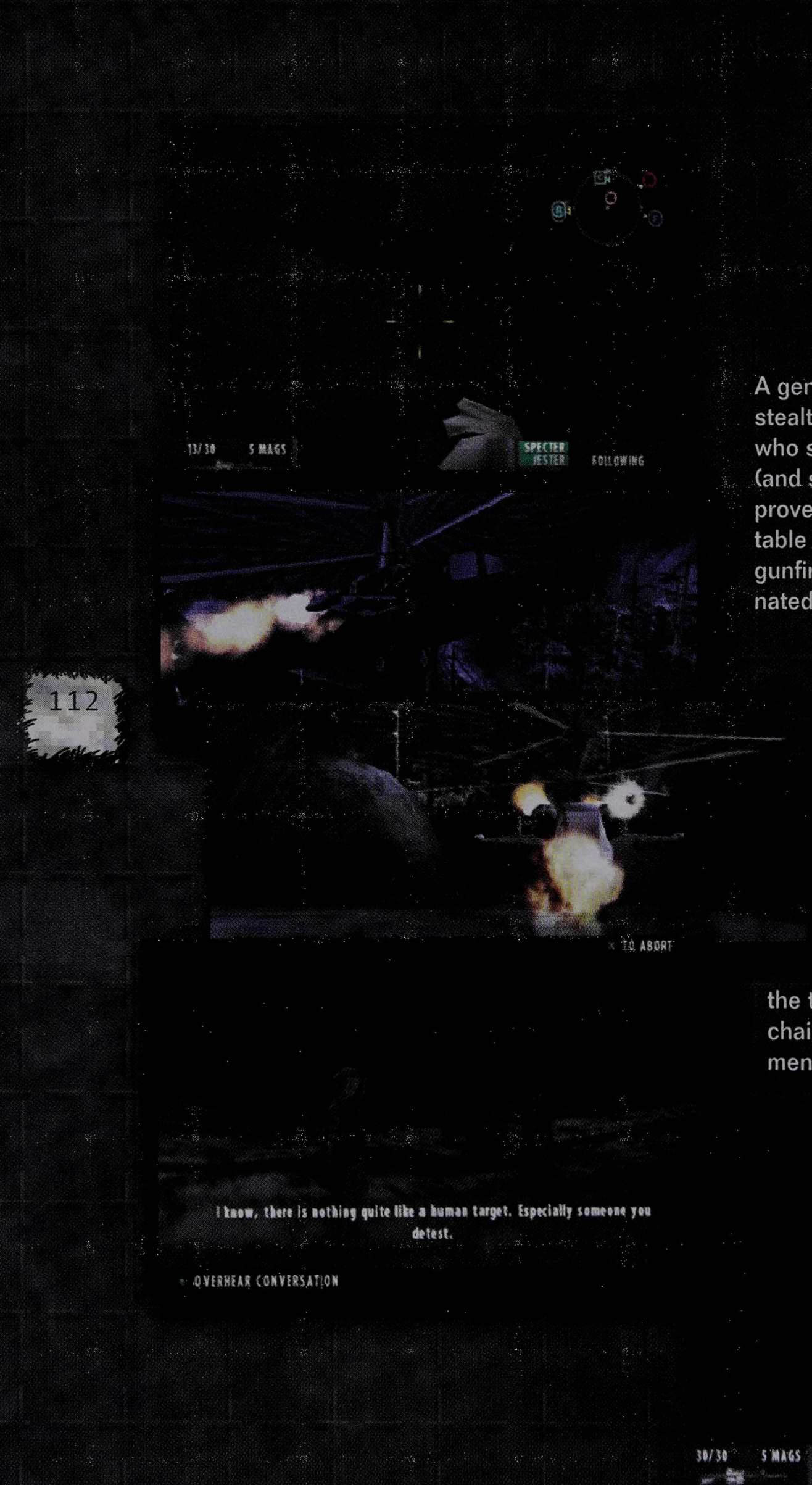
2. Locate Bomb Blueprints: The Bomb Blueprints are in a central room of a junction in the tunnel system between Areas 1 and 2. Climb the ladder to retrieve the blueprints from on top of a North Star crate. These will decrease the time necessary for disarming a bomb, but not as greatly as the blueprints from the Lockdown mission.

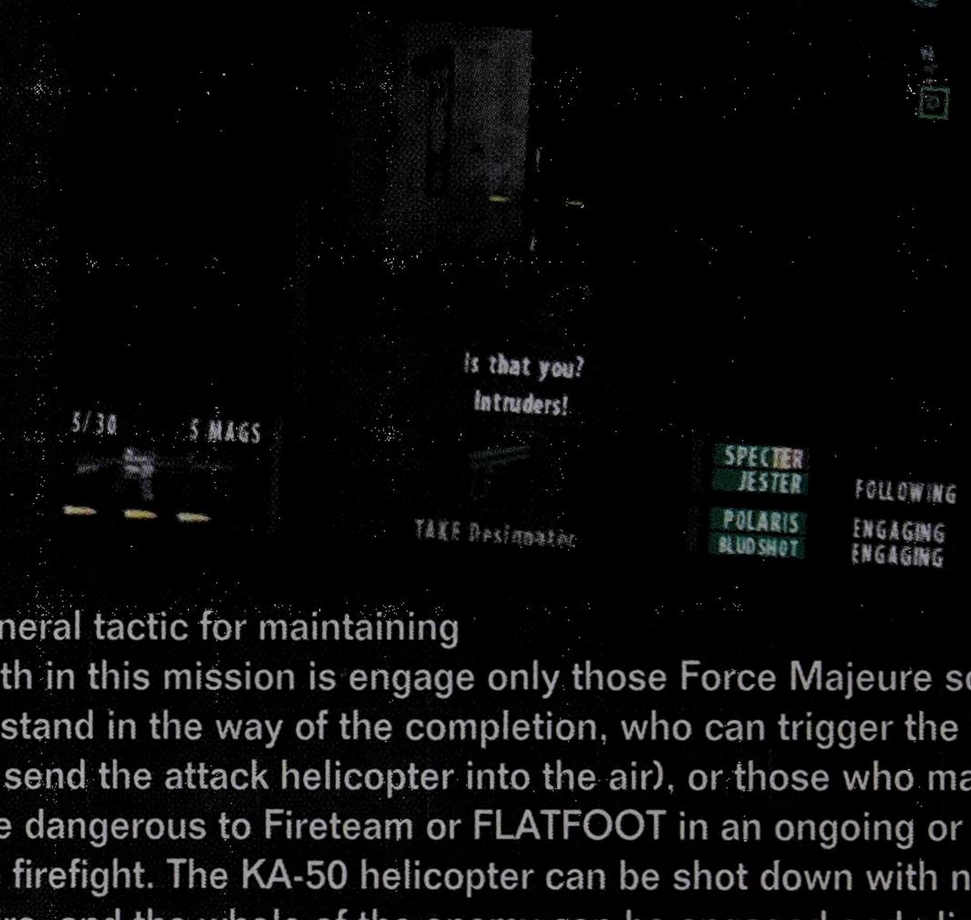
ARMORY

The Force Majeure is under the impression that the façade of the radiation spill has fooled authorities, and they have occupied the North Star facility for several days. Therefore, it is probable that the Force Majeure's operatives will not be expecting special forces, which can be used to SPECTER's advantage. Second, Fireteam is charged with protecting FLATFOOT throughout the mission, and therefore will want to avoid firefights as much as possible. Finally, there is a system of alarms and a KA-50 attack helicopter on-site, but they will not be put into use unless they are alerted to Fireteam's presence. All of these factors make stealth and silenced primary and secondary weapons preferable. A primary silenced weapon with a medium range and quick rate of fire is desirable, one that also has a scope for precision firing. This, of course, makes the M4A1 SD an ideal choice, as usual. There are portions in the mission during which a sniper rifle could be valuable—allowing Fireteam to target and eliminate enemies at range who could not otherwise be seen because of the poor visibility—but a sniper rifle proves highly ineffectual in close quarters battle because of its single rate of fire. Consider completing the outer portions of the mission first, and then acquiring one of the enemy's assault rifles for the portions below ground. 2X Ammo is not as advantageous as in other levels, because stealth is a priority, and several enemy ammo types are compatible with silenced primary weapons.

MISSION WALKTHROUGH

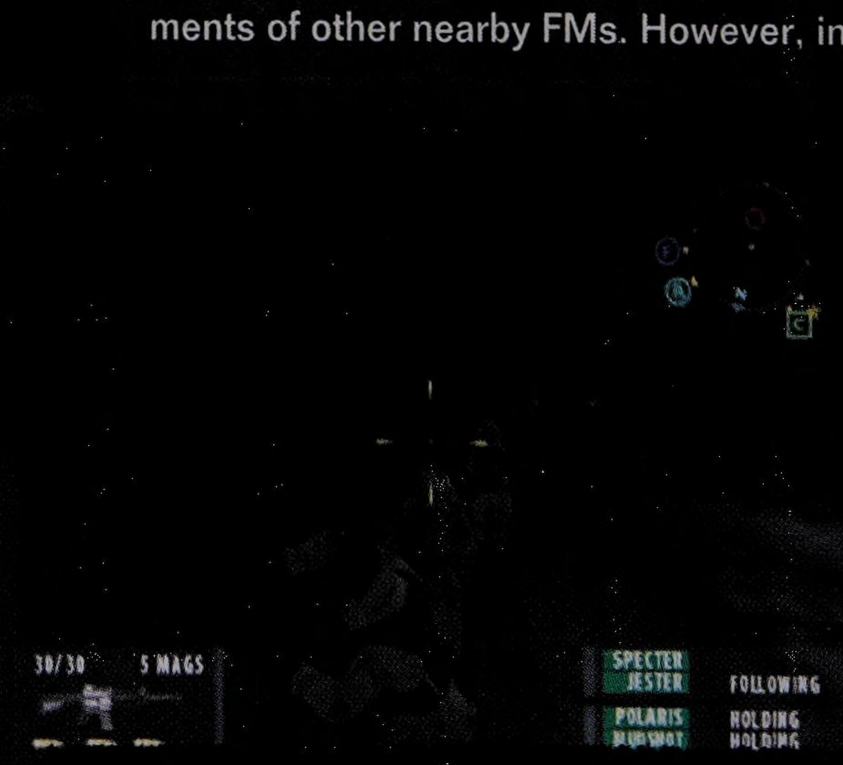
From the start of the mission, SPECTER must make conscious choices of when to travel with FLATFOOT, and when to leave him behind in safety, preferably in the keep of Bravo Element. Unlike other escortees (who are normally restrained), FLATFOOT can receive and execute orders–namely "Follow", "Hold Position"–remotely, along with "Take Item" locally. This gives SPECTER some flexibility and the added advantage of not having to stop monitoring a certain area. He can forge ahead and make sure an area is clear (or clear it himself) and then contact FLATFOOT and Bravo Element to join him at the secure location. Again, keep in mind that if FLATFOOT is eliminated, the result is mission failure.





A general tactic for maintaining stealth in this mission is engage only those Force Majeure soldiers who stand in the way of the completion, who can trigger the alarm (and send the attack helicopter into the air), or those who may prove dangerous to Fireteam or FLATFOOT in an ongoing or inevitable firefight. The KA-50 helicopter can be shot down with normal gunfire, and the whole of the enemy can be engaged and eliminated even if they are alerted by the alarm, but not without greatly increased risks to the safety of Fireteam and FLATFOOT.

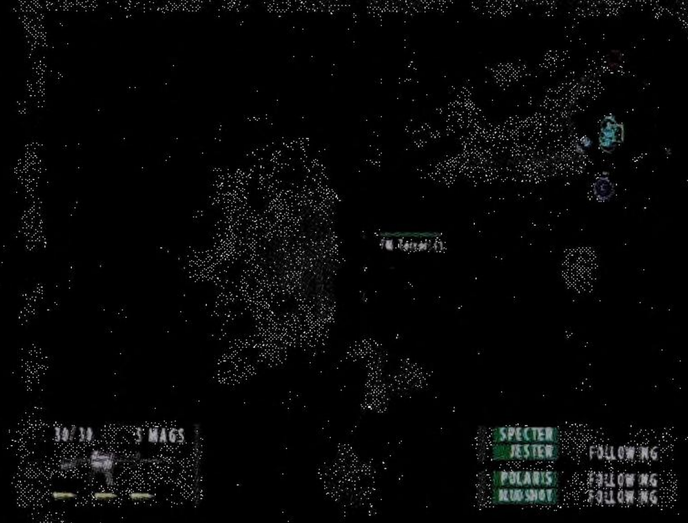
At different points in this mission SPECTER should very consciously address which enemies to engage and neutralize, and which to circumvent. This is especially true for two reasons: not all enemies must be eliminated for mission completion (as was the case in "Lockdown"), and, again, Fireteam must ensure the safety of FLATFOOT, the nuclear materials specialist. For instance, the first two enemies walking southbound along the road are unsavory characters who are anxious for human targets (according to a cut-scene). They can be neutralized or circumvented, but be advised that the former may alert the two guards at the gate entrance to Area 1, therefore causing a chain reaction as more and more soldiers investigate the movements of other nearby FMs. However, in circumventing them, although there is little chance that they will see FLATFOOT at the insertion point, it is dangerous for SPECTER to remotely order FLATFOOT and/or Bravo Element without noting the position of the two soldiers on the road (should they not be eliminated).



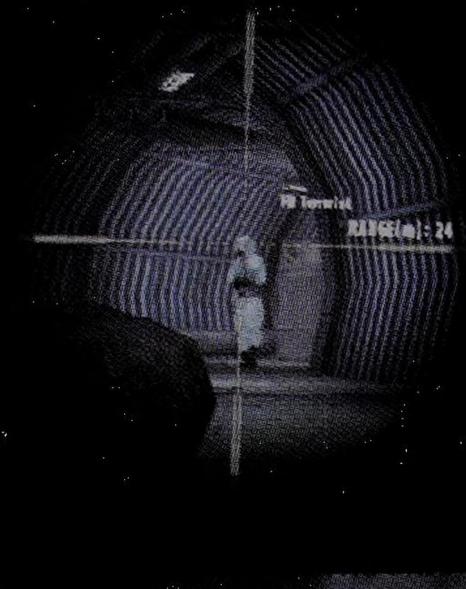
Primary Objective #1

Area 1 is a large square compound surrounded by a fence. It is difficult to infiltrate without being detected, because there is only one entrance. Several various patrols (many of which are in visual range of each other), a video camera system, a central alarm system (operated in Area 2), and the FM's radio communications complicate maneuvers in and out of the area. The single surface entrance is along the road to the east. However, this does not mean that Fireteam cannot move along the northern fence line to silently eliminate two enemies who are out of view of other soldiers and outside range of the road. The two FMs by the east gate will take a looping route that brings them along the north fence. It takes good aim, but they can be eliminated (quick successive headshots, the one walking behind first) without alerting each other or other Area 1 guards, many of whom seem to be armed with grenades. However, be advised that if the first two pacing along the road are eliminated, the two gate guards will eventually walk out onto the road, away from the support of others inside Area 1, where they can be eliminated easily. This increases Fireteam's odds when they enter Area 1.

The difficult challenge of eliminating all threats in the area without them setting off the alarm is that several non-alerted FM will emerge from the two buildings to the west of Area 1. Obviously, while inside they are more protected from long and medium range fire. These FMs then come outside and patrol centralized routes that are likely to bring them within visual range of comrades downed in the center of the area. And to sound the alarm, it takes only a mere few seconds to radio in to Area 2, where the centralized alarm system is located. Another guard will emerge from the entrance to the underground facility, next to the camera that must be destroyed if Fireteam is to remain undetected. Thankfully, the FMs will usually not radio in before they have come to investigate the situation outside. Also, if Fireteam is firing at will, they have the advantage over those who have just become alerted, must take aim and then fire. So, one way to ensure that the entirety of the Area 1's FM force is eliminated is to be sure that all four of Fireteam's primary weapons are trained on guards as they emerge from the buildings. As long as the first two guards on the road are eliminated, FLATFOOT can remain safe in the insertion area during such an engagement and then be ordered to follow. Even if the helicopter is alerted, Fireteam can still proceed in an underground tunnel that will lead them from Area 1 to Area 2. However, the tunnel is guarded as well.

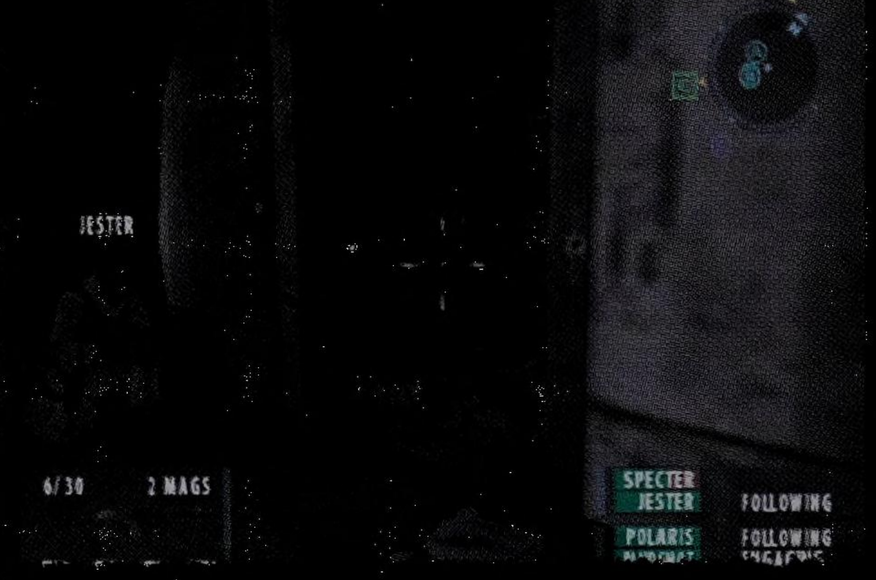


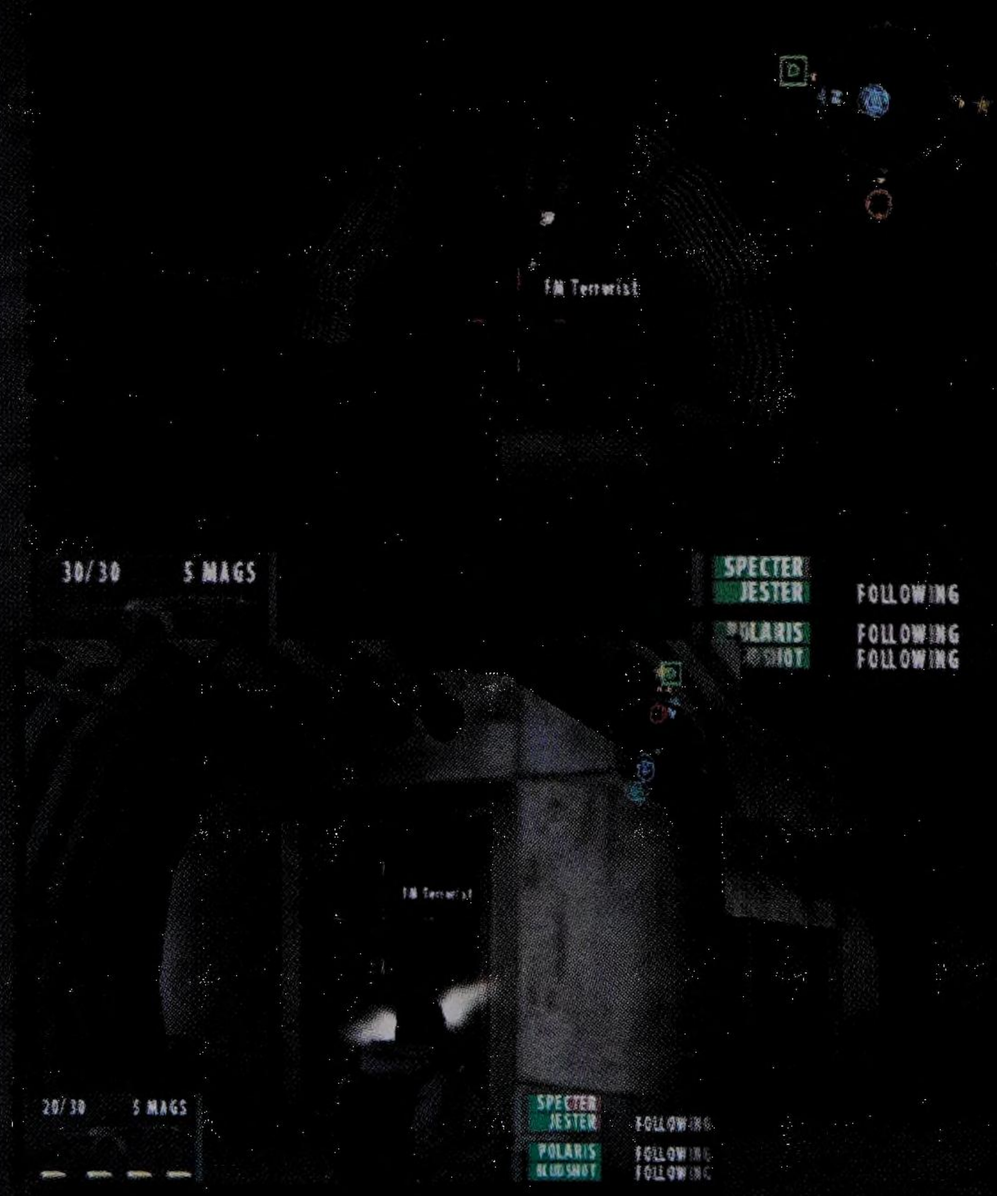
Move through the entrance to the underground portion of Area 1 and begin descending stairways. FM soldiers will not occupy the stairways. There are two floors below the surface. The lower of the two floors has the intel that FLATFOOT must gather, and the upper floor, which has three soldiers, can be bypassed altogether. In fact, SPECTER may be greeted at the door to the second floor if he opens it during the alarm, and soldiers from the second floor may come to the bottom floor during an engagement. Moving through the entrance to the lower floor (it will not be guarded if the alarm hasn't been tripped), move clockwise to find an FM guarding the entrance to a tunnel. Eliminate him silently, and then quietly watch the center area for an additional guard. When he has been neutralized, take FLATFOOT to towards the northwest corner of the elevator shaft in the center of the floor. There will be what looks like a piece of paper, apparently showing the previous inventory of uranium cake powder. Command FLATFOOT to "Take Item".



Hidden Objective #2

SPECTER can now choose to take the underground tunnel to Area 2, or go back to the surface and then along the road. Running parallel to the road, there is an elevated hill on the west side that allows Fireteam to safely travel to Area 2, but be careful not to be sighted by two guards patrolling the road (more about the surface forces of Area 2 below) this hill can prove to be a good location for sniping three or more Area 2 guards. Taking the tunnel, there is a lone guard in the first section coming out of Area 1. Neutralize him. SPECTER will then arrive at a junction of sorts, which has several rooms: a sleeping quarters on the left, a store room in the middle, and a bathroom on the right. In total there are three FMs here who must be neutralized. Do not let FLATFOOT enter this junction until the threat has been cleared. Up the ladder in the center room, on top of a wooden crate, SPECTER can find Bomb Blueprints, a Secondary Objective.



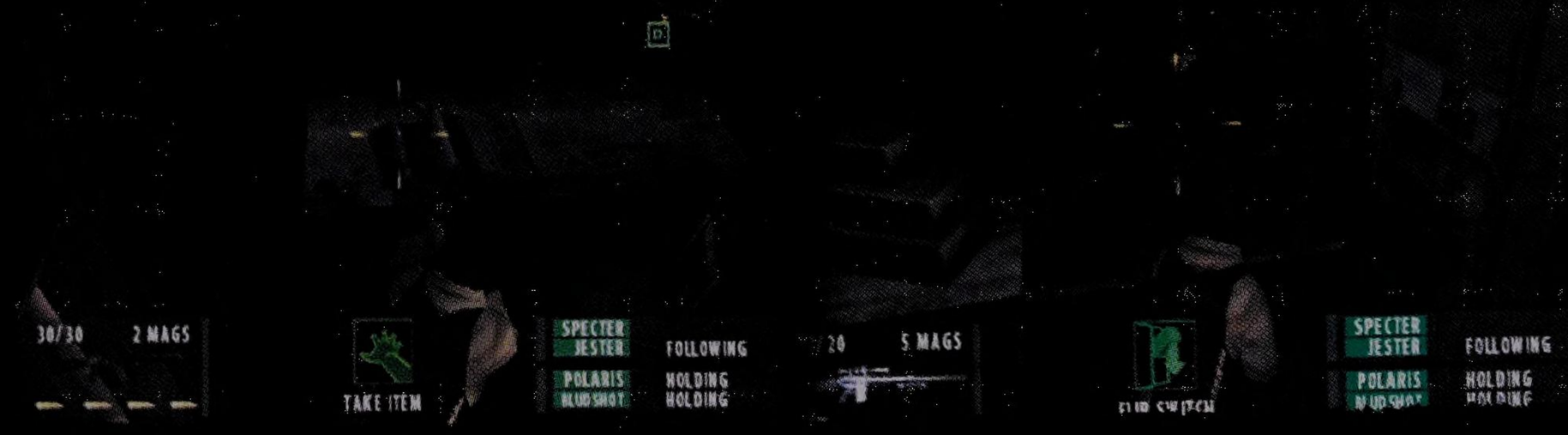


Primary Objective #2

Moving north out of the junction, the single tunnel will diverge into three paths, two of which are blocked off by uranium casks. Stay to the north, and Fireteam will come across another room occupied by up to three FMs (depending on whether one is drawn from a tunnel further to the north by gunfire). There is nothing important in this room, so continue on to the bottom floor of the silo in Area 2, taking a tunnel to the west when the one to the north is blocked.

Hidden Objective #1

The intel is located on the northwest side of the elevator on the bottom floor, which is very similar in design to that of Area 1. Guarding the bottom floor are two FMs. Neutralize them, and call forth FLATFOOT to retrieve the second piece of intel which is on the northwest side of the elevator shaft. There is no objective that requires Fireteam to move about the floor above. If Fireteam has already cleared the tunnel and the whole of Area 1, it would be logical to return to and then take a path north and east to Area 3. However, one important piece of intel remains in Area 2: finding the Map of the Cargo Ship is a Hidden Objective. It is on a table in the centrally located building to the south on the surface. There are normally five guards in this area: one guarding the gate, two FMs patrolling the central area in a loop, and two in the easternmost building. There are also two FMs patrolling the road– SPECTER is likely to encounter them between Areas 1 and 2. Also, be wary of the camera near the entrance to the stairs underground. Again, because there are fewer guards in Area 2, and SPECTER can move around the whole of it via the fence line, consider infiltrating this area first, and then backtracking towards Area 1 through the tunnel. In the easternmost building on the surface in Area 2, SPECTER can find a switch that turns off the alarm, as well as the radio receiver through which an FM receives alerts to operate the central alarm mechanism. Disable the radio by shooting it.

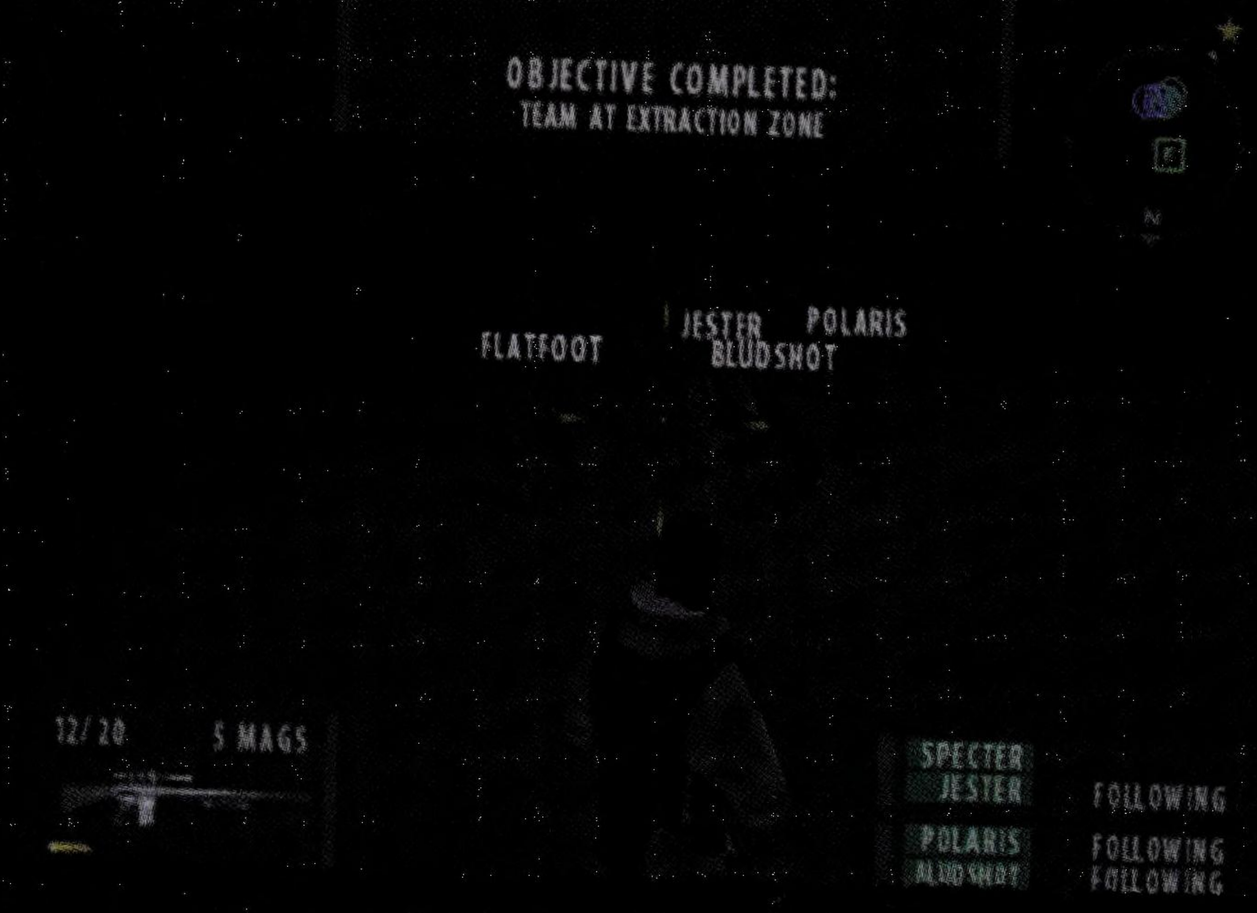


Primary Objective #3

Whether coming from Area 1 or 2, there are several ways to approach Area 3, which proves to be the least complicated of the three areas. Fireteam may notice that coming from Area 1 there is a series of pathways, one of which leads to the east and Area 3. Portions of the pathways are patrolled by two FMs, but they can possibly be circumvented. Rather than moving due east towards the gate to Area 3, take the path south and Fireteam will come upon some open terrain. This will give Fireteam the chance to recon some patrols, starting with those that move along the south. Normally, there may be one soldier posted near the truck. Additionally, two guards have a long route patrolling nearly the whole perimeter of the fence. They are in single file, so eliminate the one behind first. Move around the area in a counter-clockwise circle, leaving the lone guard at the entrance for last. Find a fourth and fifth soldier FM along the north side at the end of the building and a truck, and, again, the sixth near the gate. Before entering, be sure to disable the camera that is above the entrance to the northeast building in Area 3. Inside that building in the third piece of intel that FLATFOOT must collect.

Primary Objective #4

After the two pieces of intel comprising the Hidden Objectives, and the inventories of the uranium cake powder have been checked in Areas 1, 2 and 3, move to the nearby extraction area, designated Nav point Foxtrot. Similar to the insertion point, it is a frozen lake off to the side of the road. Evidence suggests that Force Majeure is currently in possession of everything it needs to construct a large radioactive bomb. Indeed, the terrorists may have already done so, and the situation has now grown desperate. SOCOM must quickly track down the remainder of the so-called "Global Liberation Front" before it launches an attack against the United States' allies and interests worldwide, or even on American soil.



LEVEL 12

OPERATION STORMCLOUD: DOOMSDAY DELIVERY

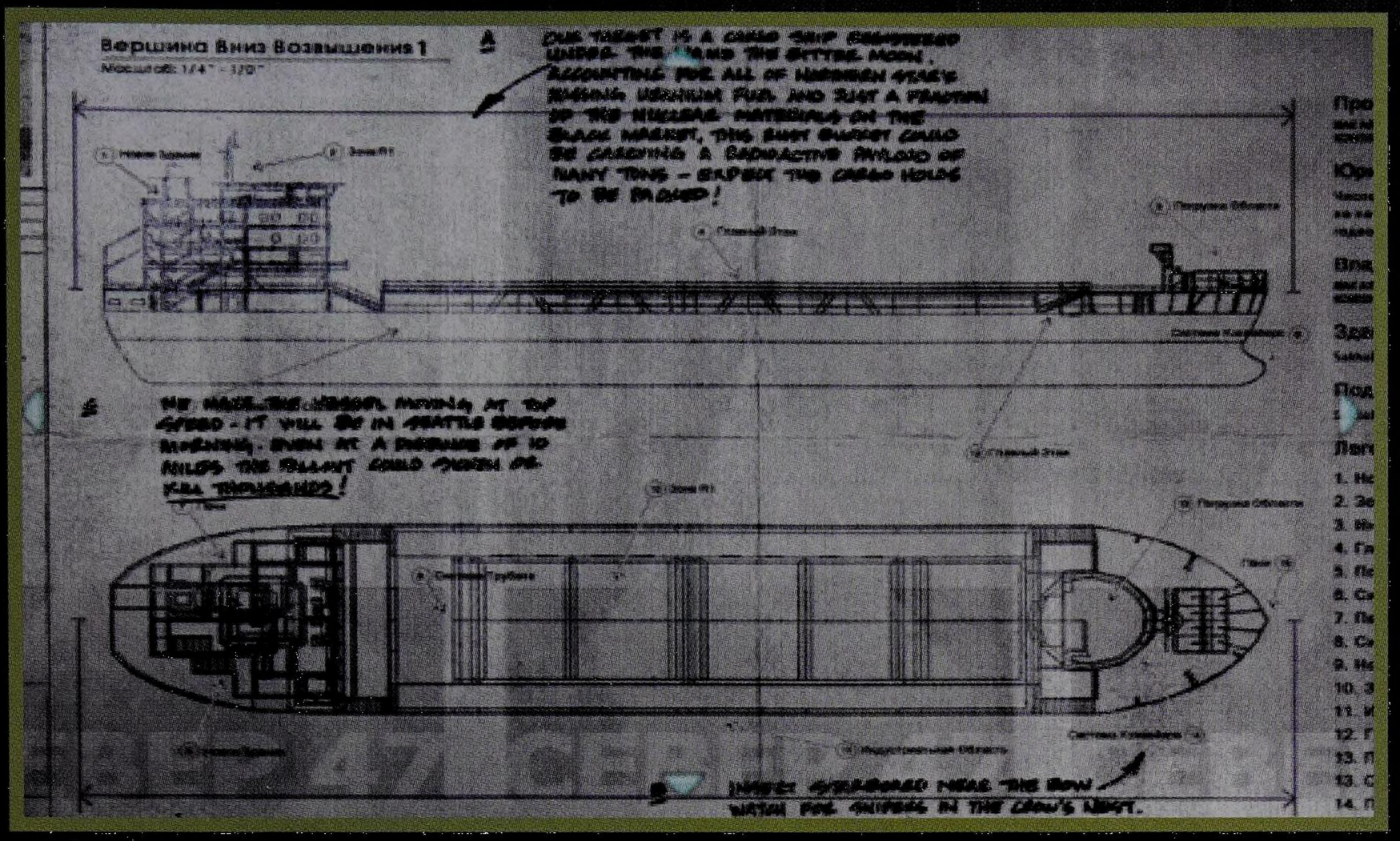
LOCATION: UPPER WESTERN SEABOARD, PORT OF SEATTLE, WASHINGTON
ENEMY: FORCE MAJEURE, THE "GLOBAL LIBERATION FRONT"
OBJECTIVE: PREVENT THE CONTAINER SHIP FROM REACHING SEATTLE

MISSION OVERVIEW:

Intelligence officers have been desperately trying to track down the remaining members of the Force Majeure. Should the Force Majeure intend to use the Uranium cake powder it stole from Russia's North Star facility in a single dirty bomb, it would be the makings of the largest ever constructed. Intel suggests that Force Majeure operatives are aboard a cargo freighter registered as the "Bitter Moon", with a potentially catastrophic payload of radioactive material in tow as it speeds towards the city of Seattle, one of the largest metropolitan areas are on the Western Seaboard of the continental United States. Intelligence officers believe that the Force Majeure's plan is to explode the ship at or near the city of Seattle; the gigantic fiery explosion of the cargo ship and an extended period of offshore winds would likely cause tens of thousands of fatalities and inestimable illness, destroy a large portion of the regional ecosystem, and result in a massive degradation of the local and national economy. Explosives, therefore, are likely to be placed near the stores of several tons of uranium cake powder in the cargo hold. Indeed, this would be a catastrophic attack not only on the city of Seattle, but also the nation of the United States and its sphere of support and influence worldwide. Such an attack must be prevented by any and all means.

Intel gathered on the Force Majeure suggests that the means of this potentially catastrophic terrorist attack are towards the ends of forcing U.S. forces and influences to retreat from various Third World interests, many of which were previously championed by the now defunct Soviet Union during the Cold War. They believe this will help "liberate" these foreign interests. However, intel further suggests that the dirty bomb on the Western Seaboard is but one of several attacks that the "Global Liberation Front" plans to wage on the United States. Evidenced by the helicopter on board the Bitter Moon, at least the leadership of the Force Majeure apparently plans to escape the blast rather than martyr themselves. The organization is led by Valeska Lukanov, who was afflicted with a "rare peripheral neuropathy-leprosy" and cannot feel pain. Not sensing her own wounds, she is therefore less likely to surrender. Many of Lukanov's highly trained soldiers are said to have first been intellectuals, probably disenfranchised communists from Russia, Europe and China.

The Force Majeure's deadly cargo ship is now within hours of the Port of Seattle. A contingency plan has been set in motion; if the Bitter Moon moves within the critical distance of five nautical miles from the Seattle coast, the U.S.S. Michigan will torpedo the ship. Though this will poison a portion of the Pacific Ocean, it will lessen the number of civilian casualties. However, the safety of thousands of civilians, the integrity of the ecosystem, and the stability of the national and global economy rest squarely on the success of Operation Good Neighbor: Doomsday Delivery. The SEALs, again with WARDOG and VANDAL comprising Bravo Element, will be tasked with disarming any and all explosives on the Bitter Moon that would trigger the release of radioactive materials, and signaling the Michigan before it is forced to set its contingency plan in motion. The mission is set solely on the cargo ship. It is night and visibility is good.



Primary Objectives:

1. Secure Bridge: First and foremost, this objective is a quick, but not total, fix to this deadly situation. By securing the bridge, and therein the trajectory of the ship, SPECTER can steer the ship on a course other than directly towards Seattle. This will lessen the impact should a catastrophic explosion occur, but the effects of such an explosion would still be devastating. Fireteam will pursue more comprehensive solutions to the problem.

2. Disable Explosives: Originally, SOCOM believed there to be three explosives that would detonate the cargo of the ship. However, the interrogation of a Force Majeure terrorist has revealed that the SEALs must be on the lookout for a fourth bomb. SPECTER must disable all explosives, careful to recognize that some apparatus have been structured to serve as decoys.

3. Use Red Smoke to Signal U.S.S. Michigan: Once the first two primary objectives are completed, SPECTER must climb up to the Bitter Moon's crow's nest and signal the U.S.S. Michigan with Red Smoke, thereby halting the submarine's contingency plan of scuttling the ship with torpedos.

Secondary Objectives:

1. Disarm Bomb 1: It is located in the center of the cargo hold towards the bow of the ship, designated Nav point Echo. A decoy is in the northwest corner of the room.
2. Disarm Bomb 2: Located in the southeast corner of cargo hold #1, designated Nav point Foxtrot. There is a decoy in the northeast corner.
3. Disarm Bomb 3: Located in the southeast corner of cargo hold #2, designated Nav point Juliet. A decoy is set along the center of the east wall.
4. Disarm Bomb 4: In a room on one of the lower decks to the stern of the Bitter Moon, a fourth bomb is discovered through an interrogation.

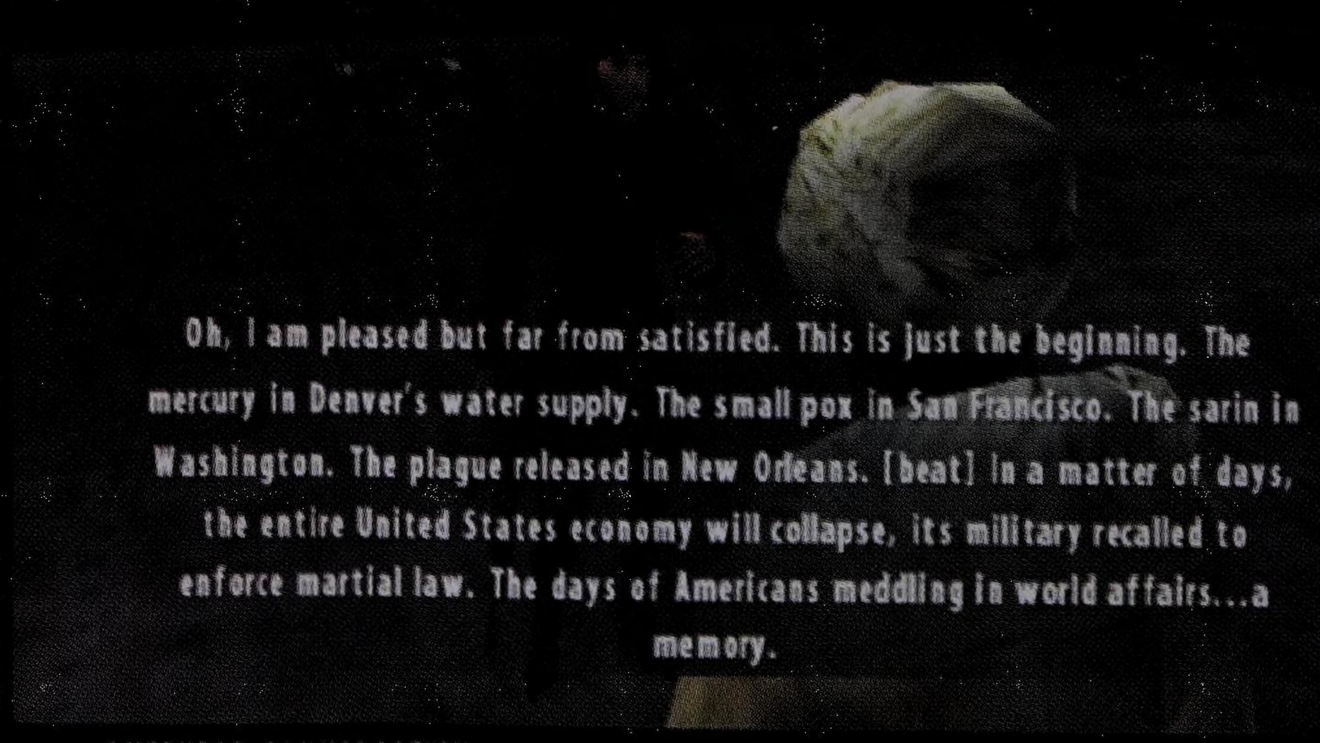
Hidden Objectives:

1. Destroy the Helicopter: On the deck of the Bitter Moon near the crow's nest is a helicopter intended to help the leadership of the Force Majeure escape. SPECTER will be equipped with C4, which he can use to destroy the helicopter for the first of two Hidden Objectives. This keeps her from escaping from the Bitter Moon.
2. Capture Valeska Lukanov: The leader of the Force Majeure is speaking with a man named Jasha on the upper deck near the center of the Bitter Moon. Though difficult, a well-placed Flashbang and intimidation will have her restrained. In addition to a better completion score, the reward is some footage during the credits in which Lukanov is pacing and smoking in a cell.

ARMORY

Fireteam does not have to neutralize all members of the Force Majeure on the Bitter Moon, who routinely investigate commotion and reinforce each other during engagements. There is the threat that the Force Majeure could detonate the bombs themselves if they know that they are under siege from the SEALs. And, as ever, it is preferable not to alert an enemy before having a chance to engage him. Therefore, stealth is indeed a factor. Also, the confines of the ship are limited and constrictive, with usually a few different pathways to any point. This forces Fireteam to be able to clear an area quickly with an impressive fire rate, for reasons of neutralizing multiple threats, being able to react to attacks at short range from various directions with little warning, and to remain mobile while still effective. The range of combat is normally short and, to a lesser degree, medium. These factors suggest that the HK5 SD or M4A1 SD are effective primary weapons choices for their silence, although other non-silenced assault rifles may be more effective from the standpoint of pure combat. A sniper rifle simply doesn't have the fire rate to be effective at short distance. Though it is not a mission priority, Valeska Lukanov be captured, making Flashbangs and restraining a secondary or tertiary concern. SPECTER must carry C4 (for one hidden objective) and Red Smoke to signal the Michigan. Notice that many of the Russian-born weapons are gone, with WARDOG and VANDAL again comprising the Bravo Element of Fireteam.

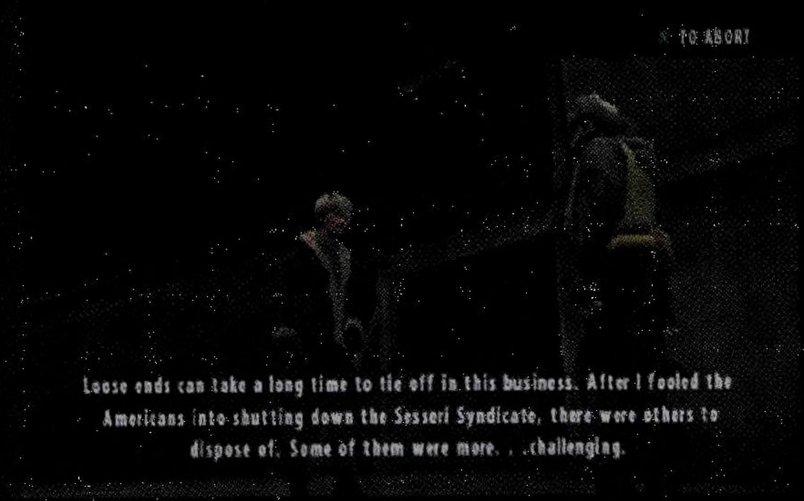
Valeska Lukanov will begin her startling conversation with Jasha. Lukanov, a lover of chaos, reveals the critical information that the Force Majeure is planning several other crippling attacks designed to make the United States withdraw its influence from world interests. U.S. forces will likely return to help instill martial law and quell rampant chaos. The Force Majeure's planned attacks include: releasing mercury into Denver's water supply, small pox in San Francisco, sarin nerve gas in Washington, and a plague in New Orleans. These attacks are also expected to send the American economy into collapse.

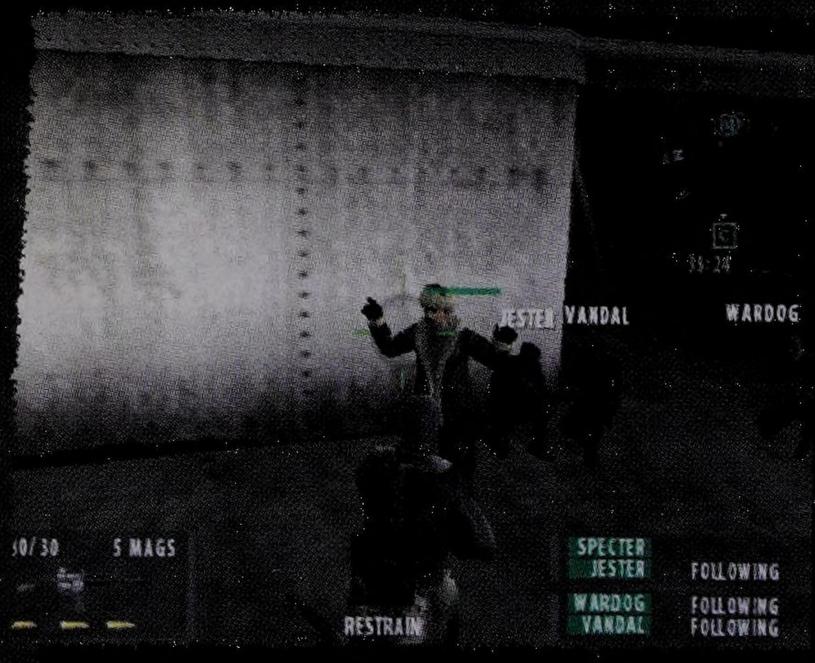


OPERATION WALKTHROUGH

The insertion point is to the starboard, near the bow of the ship. There are several critical objectives that Fireteam must perform in the estimated allotted time. These include disabling the bombs, securing the bridge, and signaling the Michigan. In terms of prioritizing, securing the bridge may be the least complex objective: it is essentially a seizure of an area at the opposite end of the cargo ship, resulting in a quick fix, perhaps "damage control," for the catastrophic situation. The objective charges the SEALs with changing the heading or trajectory of the Bitter Moon so that if its cargo explodes, it does not impact the Seattle area as intensely. Immediately after insertion, there is an FM in the sights of Fireteam. He appears to be the lone guard on the starboard side of this floor of the cargo ship. Neutralize him quietly. His long patrol route makes him vulnerable to a stealth kill. But be careful not to alarm enemies further to the west, who will be having an important conversation.

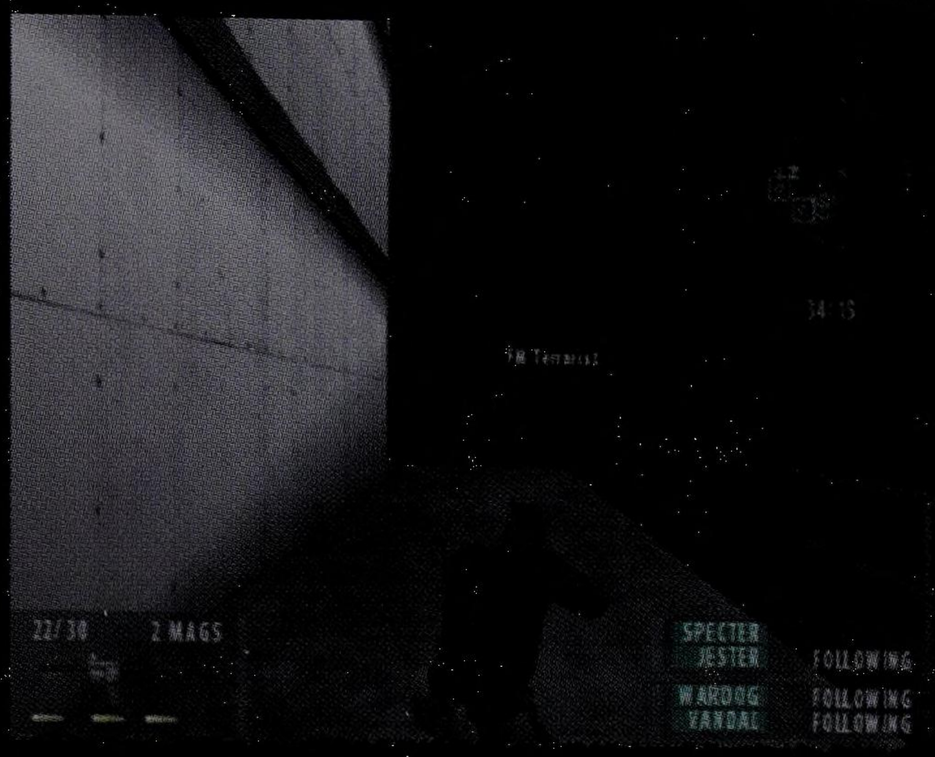
Advance forward slowly, and Fireteam will be able to hear faint traces of the series of bombs ticking away from the lower deck's cargo hold. If the enemy has not been alerted, near the stairs a cut-scene will ensue between Arjan Manjani and a man named Raman. Interestingly, the informant, MALLARD, from the ìOperation Rapid Kill: Seeding Chaos,î mentioned Arjan Manjani to SPECTER before he fled. In the intel for the following mission, ìTerminal Transaction,î SPECTER noted that MALLARD had still not been found. During the conversation, Manjani will speak to Raman and claim that he engineered the downfall of the Sesseri Syndicate by fooling ìthe Americansî (SOCOM, rather) into shutting them down. Called a ìcloserî by Raman, Manjani suggests that he has had to tie up other ìloose ends,î and that the Force Majeure's operations will close the final chapter in the history of the United States, an ìarrogant country.î Arjan Manjani then reaches for his lighter as Raman turns away and walks slowly out of sight. Wait for Raman to turn the corner and head west, and then restrain Arjan Manjani. Upon close inspection, SPECTER will be able to determine that, indeed, Manjani and the escaped informant MALLARD are the same person. The ìloose endsî he may have had to tie up with the Sesseri probably included the trace evidence of their dealings with the Force Majeure, which were possibly intended to be in both firearms and in weapons-grade plutonium.

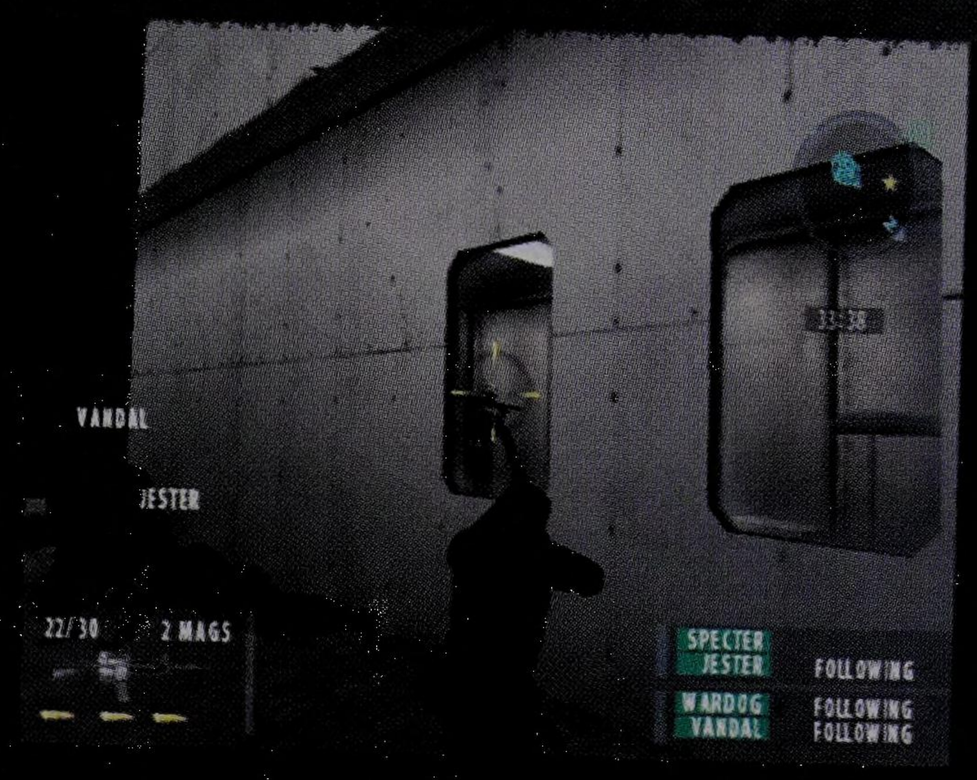




Primary Objective #1

Proceed up the stairs towards the bridge, which is the highest point of the ship. There will be two sets of stairs leading up from the stern, or back, of the ship. The outer stairs lead to the crew quarters while the inner stairs lead to the bridge. In terms of the primary objectives, the SEALs should avoid unnecessary confrontation and take the inner stairs. There are likely to be several guards on the first floor upóone of which patrols the stairs on occasion – again, because it is the crew's quarters. The FM on this floor will reinforce others at positions located around much of the Bitter Moon. Proceed up two more flights of stairs towards the bridge, and find an FM patrolling outside the bridge. Neutralize him with stealth, if possible. Carefully approach either door to the bridge, which is occupied by four soldiers who are normally concentrated towards the center. It is difficult to engage the enemy without alerting them to Fireteam's presence. Keep in mind that if the Force Majeure is alerted while on the bridge, other soldiers will ascend the stairs from the crew's quarters and attack. Ordering Bravo Element to "Breach/ Frag" or "Clear Area" in this can prove very effective. One way to avoid a firefight is to secure the area outside the bridge and then open the door. Quickly move away from the doorway and around the corner, out of sight of the FMsóthey will not fire upon what they do not see. If one FM comes to investigate, neutralize him once he has come out of the bridge and has left the sight of the other soldiers. If they remain inside (be sure to peek carefully), then try to throw a Flashbang or grenade into the center of the room and proceed to clear the area, realizing that not all soldiers may have been effected. Once all FMs on the bridge have been neutralized, SPECTER must turn the centrally located steering wheel to change the trajectory of the Bitter Moon. The ship will then visibly steer away from downtown Seattle.



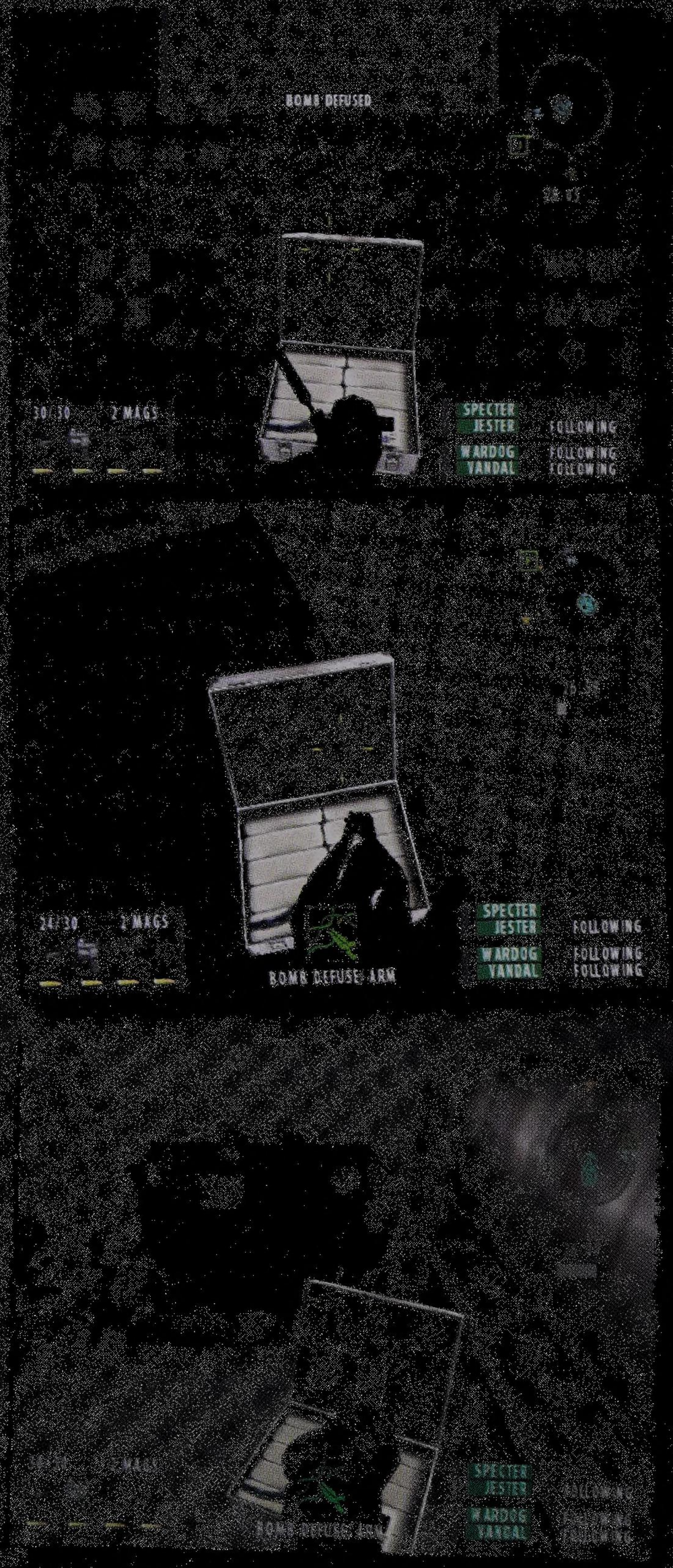


Primary Objective #2

Moving on to the next objective, disabling the Force Majeure's explosives, keep in mind that the terrorists in the crew's quarters will come to others' aid. Proceed to the lower decks (where the cargo holds are located) from the stern of the Bitter Moon. The crew's quarters has three separate entrances from the stern of the boat, and SPECTER can even crawl past the windows to the crew's quarters to help identify the threats. There will be four soldiers in total in this area; if not alerted, one will be in the sleeping quarters, one patrolling outside, and two unseen in the sealed area between the three entrances and the sleeping quarters.

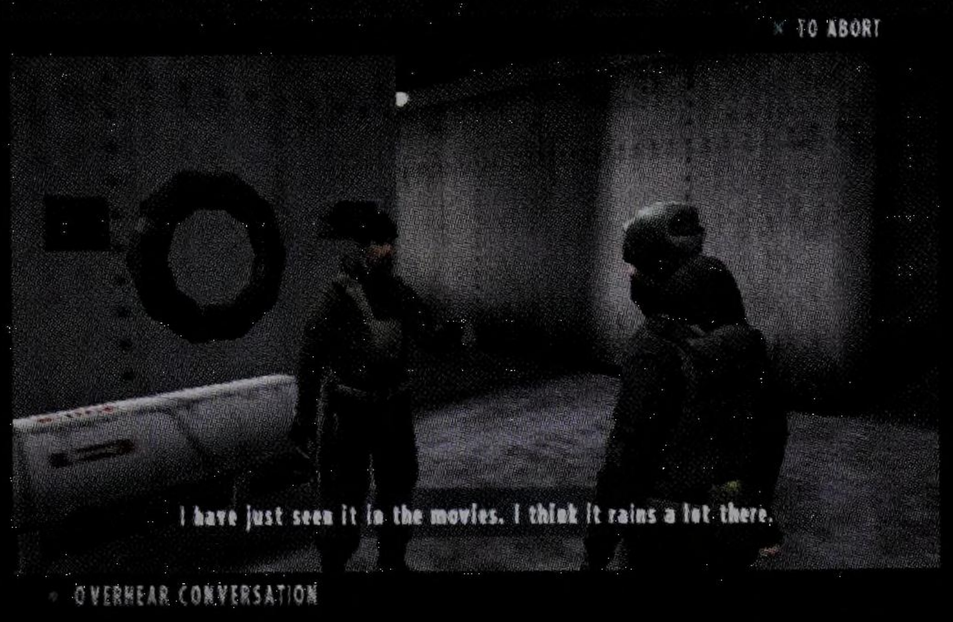
To the stern of the ship, there are entrances to the lower decks leading to cargo holds. Continue using the same stairwell from the crew's quarters to the original deck of Fireteam's insertion point. From here, there are two entrances leading below, one to the west and one to the north. Either is fine, as they both lead to the next room, which is normally not patrolled. Advance down the next set of stairs into an area with several doors and yet another staircase. The door straight ahead at the end of the long corridor is a laundry room. The other two doors on this floor both lead to the same area, in which there are two FM soldiers and the single entrance to yet another room, which has one of the bombs. There is a third soldier, who will either be in the laundry room or with the bomb. This is a dangerous place because of the close proximities of the enemies to each other (enabling them to overhear gunfire), and because of the small size of the rooms, resulting in a lack of cover and maneuverability. Also, if loud gunfire is heard, reinforcements will approach from the stairs below, and, eventually, the crew's quarters. In fact, Fireteam may first want to silently eliminate a soldier who routinely patrols the corridor just below the one where they are located at this point. Before attempting to eliminate the two soldiers in the same room, ensure that the third FM is not in the laundry room. To curb the threat of reinforcements before entering the room with two soldiers, place Bravo team near the east entrance (by the top of the stairs leading up to this floor) and command them to iFire at Will.î Able Team should enter from the north entrance, careful not to barge in but rather simply open the door and let the FMs inside move into view, and possibly through the doorway and into the outer corridor. In either case, SPECTER and JESTER will have a definite advantage if they are prepared to fire, but it is wise to keep in mind that there are three enemies in total, and that ideally none of them should be alerted when one of their comrades is neutralized.

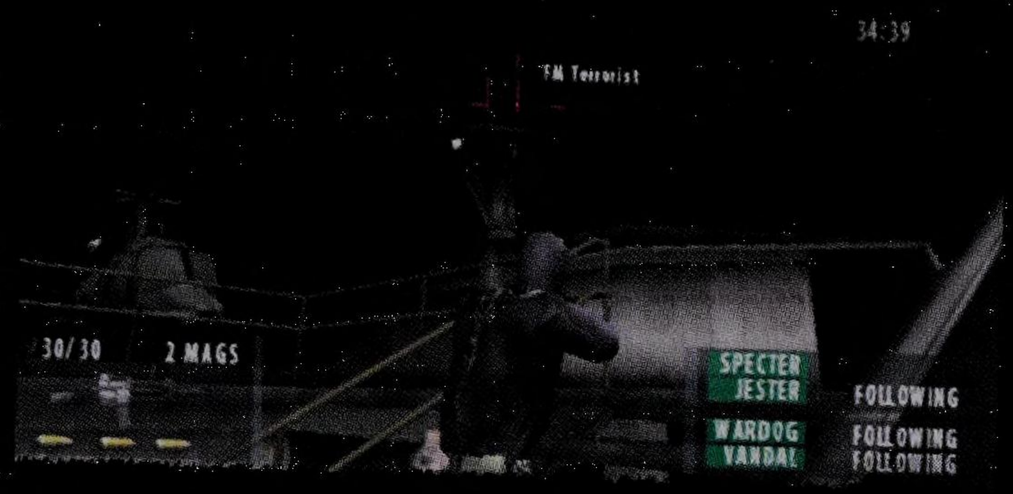
Move into the connecting room to the west and find a bomb on the floor. Command will radio in and report that this bomb is but one of four bombs, rather than the three bombs they had previously anticipated because of intel retrieved during previous missions. They have learned this because it was leaked during an interrogation. Any single one of the bombs is capable of triggering the explosion. Have SPECTER disarm the bomb. He may comment that the disarming process was made easier by the earlier retrieval of the bomb schematics, performed in previous missions.

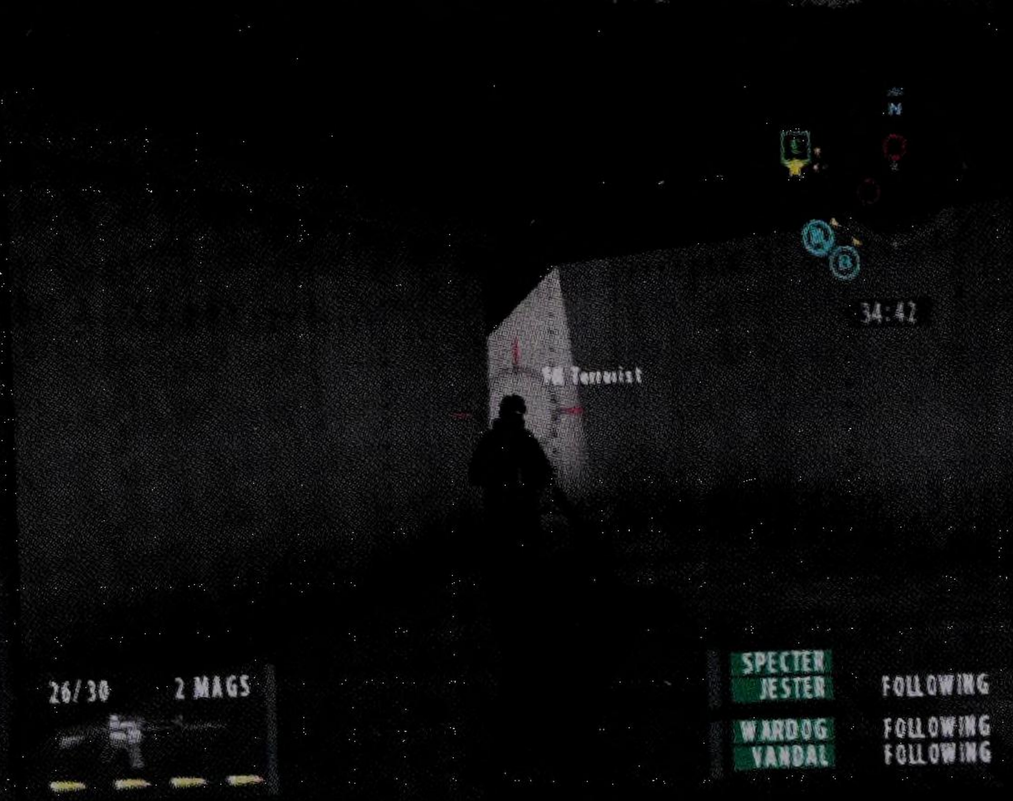


The soldiers normally patrolling the area of the lower decks and cargo hold number a little more than a dozen. However, not all need to be engaged and neutralized. After the first bomb is neutralized, there are several areas that can be bypassed, including one in which there is a decoy bomb, a tactic used in each of the cargo holds where the other three real bombs are located. In the cargo hold portionówhich takes up the majority of the lower deck areaóthe Force Majeure usually patrols the upstairs catwalks rather than the floor, where the remaining three bombs are located. The casks of uranium cake powder provide significant cover for SPECTER to move unseen as he disarms the bombs. As previous intel has reported, bomb #3 is in the southeast corner of the cargo hold labeled with a 2 inside a star, designated Nav point Juliet (they will be shown on the TACMAP if the intel was retrieved from previous missions). Be advised that there is a decoy elsewhere in the room, along the east wall but more to the center. Bomb #2 is in the cargo hold labeled with a 1 inside a star, designated Nav point Foxtrot. The real bomb is in the southeast corner, but there is a decoy in the northeast corner. Finally, bomb #1 is in the cargo hold closest to the bow of the ship, labeled as cargo hold 3 and designated Nav point Echo. The bomb is in the center of the room. A decoy is in the northwest corner of the room.

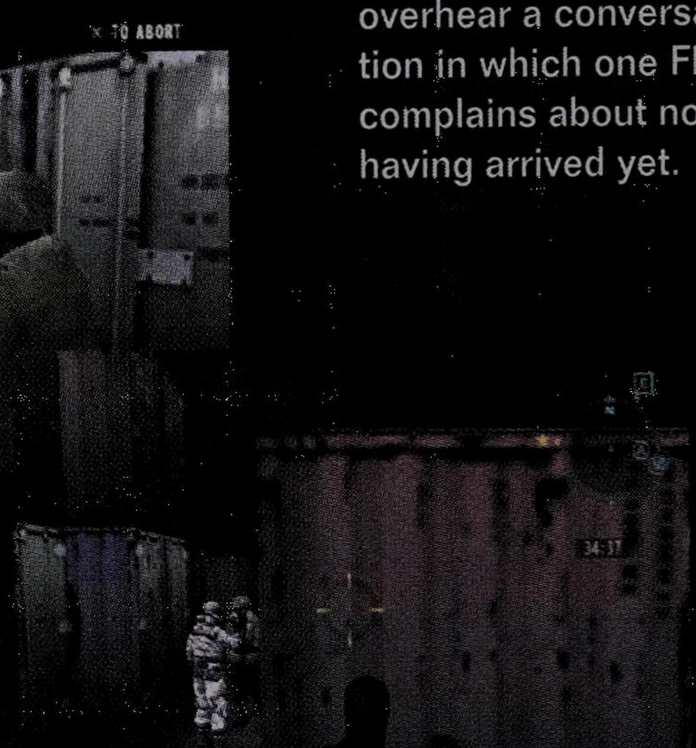
While exiting the cargo hold area, if the enemy has not been alerted, Fireteam may hear a nearby conversation in which two soldiers outside talk about Seattle. The only primary objective remaining right now is the signaling of the Michigan with Red Smoke from the Bitter Moon's crow's nest. However, two hidden objectives should be completed first. Emerging from the lower decks near the original insertion point, Fireteam can proceed up the stairs to the bow of the ship. Approach carefully because a sniper overlooks the area from the crow's nest (SPECTER can reach the nest by climbing a ladder), while a second FM, usually unseen, paces in the covered area on the bow. Neutralizing them both through stealth is possible.







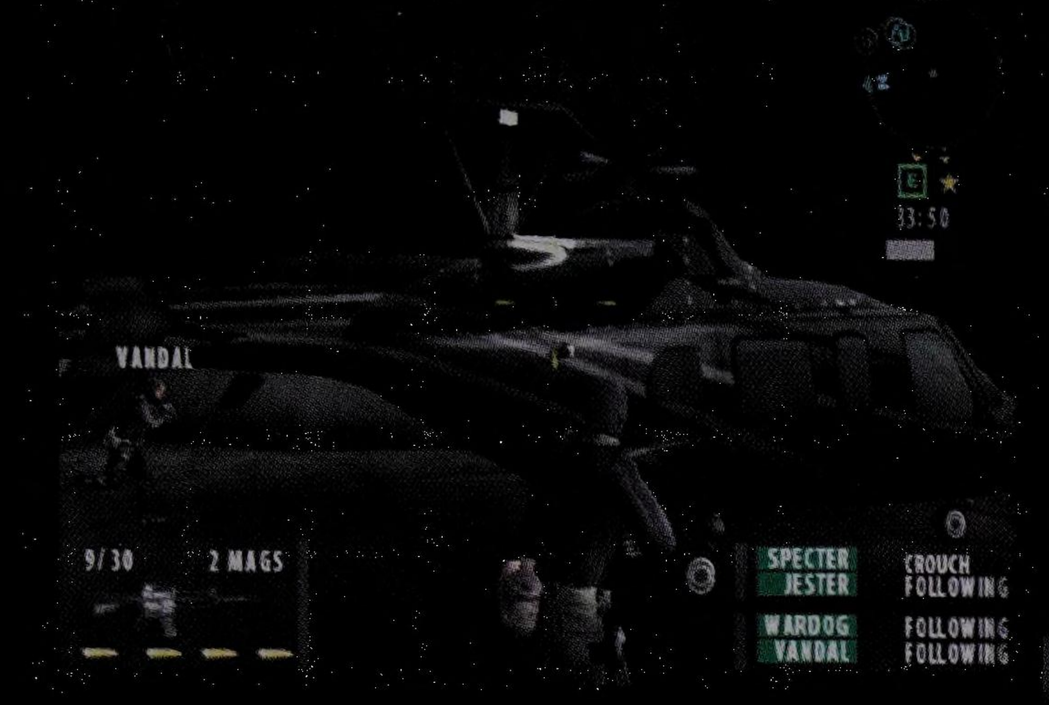
Immediately in view is the helicopter with which the Force Majeure leadership had planned to escape. SPECTER can destroy it by planting C4, but this should not be done until the Hidden Objective #2, capturing Valeska Lukanov, is completed. The reason for this is that several FMs who are patrolling the maze-like area of the cargo crates will be alerted by the destruction of the helicopter and will engage Fireteam at that location, in cooperation with any remaining FMs from the level below (including the two to the port side who had discussed Seattle). This also may alert Lukanov, Jasha and a patrolling FM in the open area beyond the cargo crates. If the two FMs patrolling the cargo crate area haven't yet been alerted, SPECTER may overhear a conversation in which one FM complains about not having arrived yet.

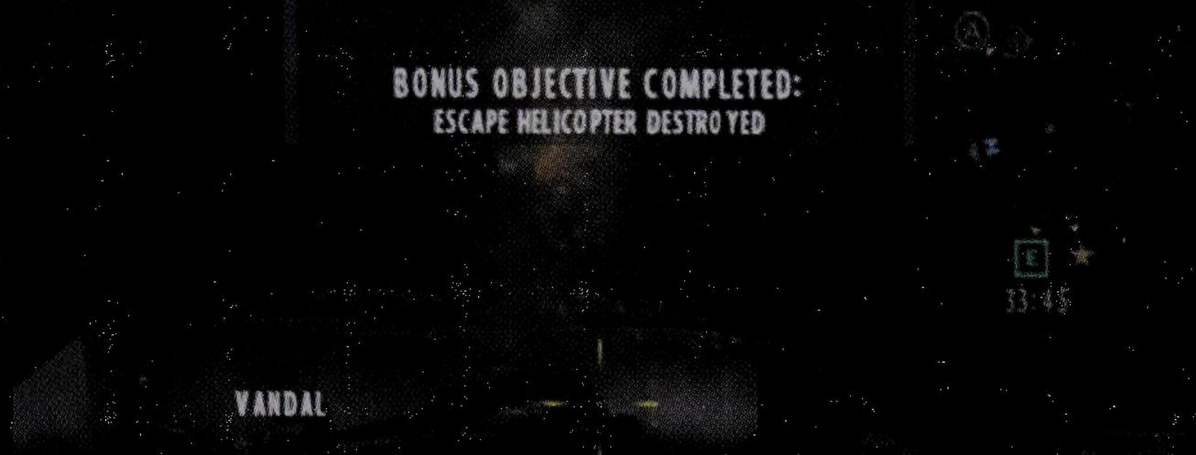


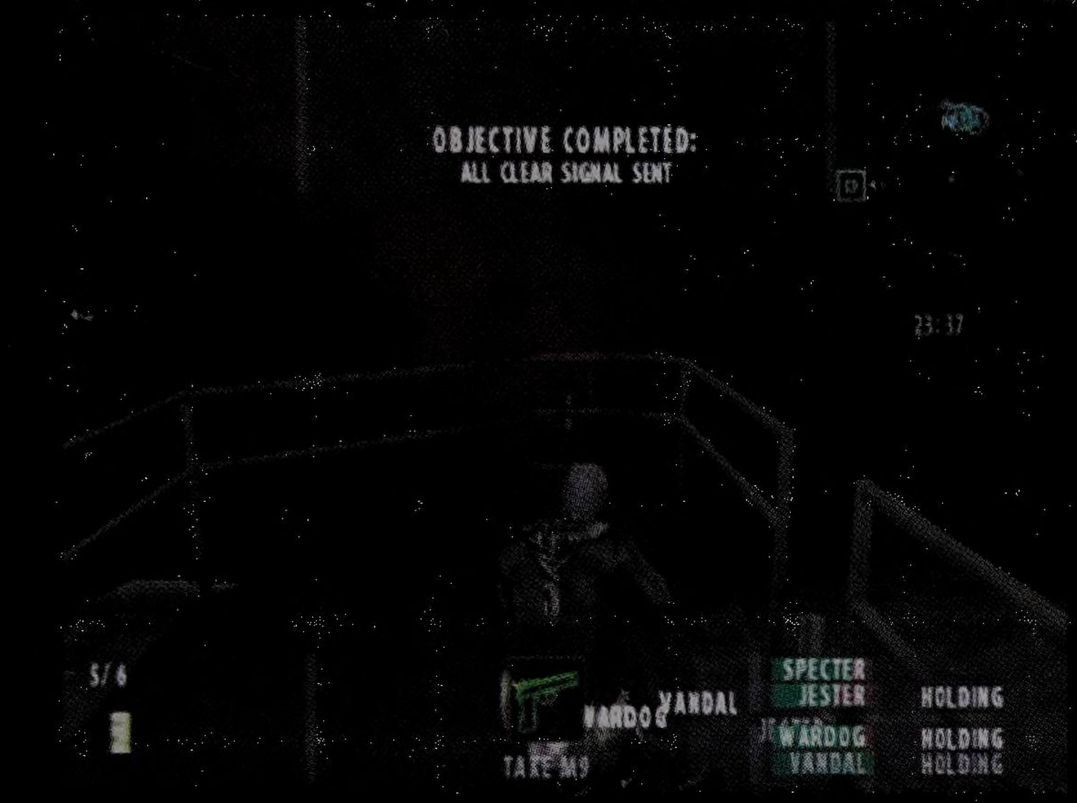
Hidden Objective #2

Moving towards the edge of the crates, Valeska Lukanov will begin her startling conversation with Etienne. Lukanov, a lover of chaos, reveals the critical information that the Force Majeure is planning several other crippling attacks designed to make the United States withdraw its influence from world interests to instill martial law to prevent chaos. These attacks include: releasing mercury into Denver's water supply, small pox in San Francisco, sarin nerve gas in Washington, and a plague in New Orleans. These attacks are also expected to send the American economy into collapse. Lukanov may try to engage Fireteam or run into the maze of crates if she is alerted and not immediately restrained. If she is killed, a cut-scene begins and she offers some parting words, not unlike Quixada Christo's.

There are several ways to reach Valeska Lukanov's location. SPECTER can try to neutralize the threats lurking in the cargo crate area by approaching from the helicopter pad, or by taking one of several ladders from the lower level on the port and starboard sides of the ship. Fireteam could also take one of two ladders directly to the open area where Lukanov is standing with Jasha. Finally, SPECTER can climb some crates near the point where Arjan Manjani and Raman had held their conversation. Note that another FM patrols the area. Ideally, the cover of the crates provides the best way to approach Lukanov for a speedy Flashbang deployment and intimidation, but restraining her almost certainly means having to eliminate the guards in the cargo crate area, along with Jasha and the FM on the open deck. Lukanov may try to wholeheartedly engage Fireteam or run into the maze of crates if she is alerted and not immediately restrained. Again, because of her "rare peripheral neuropathy-leprosy" she cannot feel pain, which perhaps adds to her ferocity.







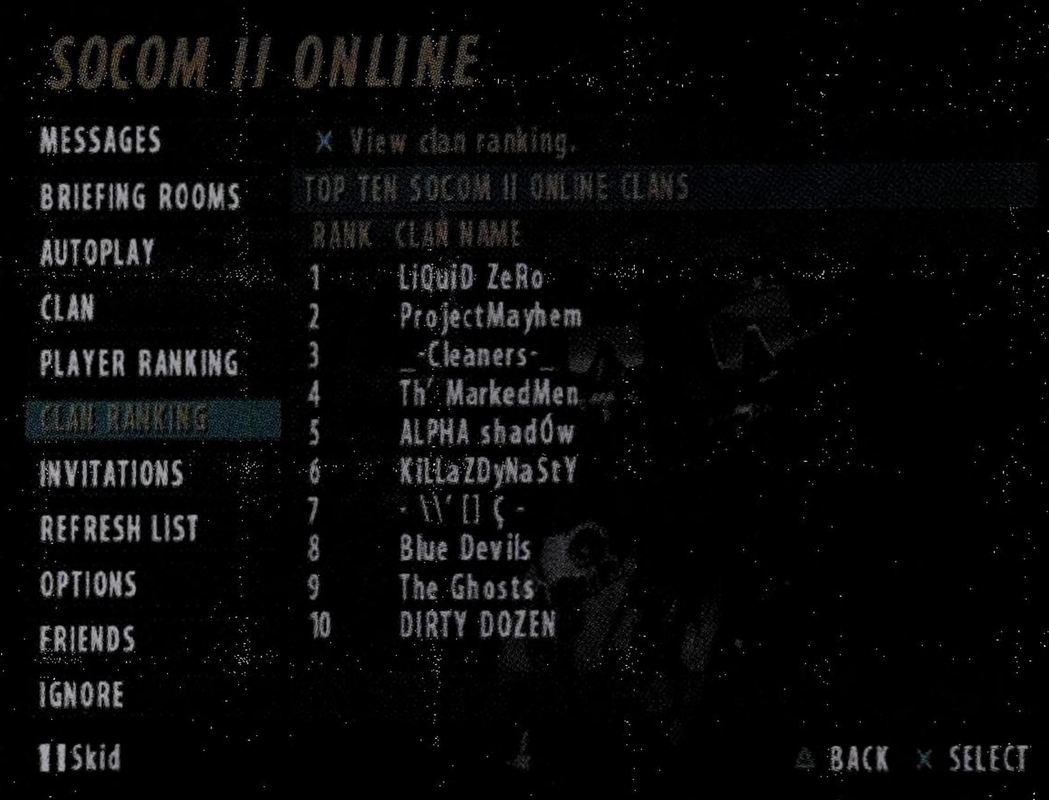
Primary Objective #3

Hidden Objective #3

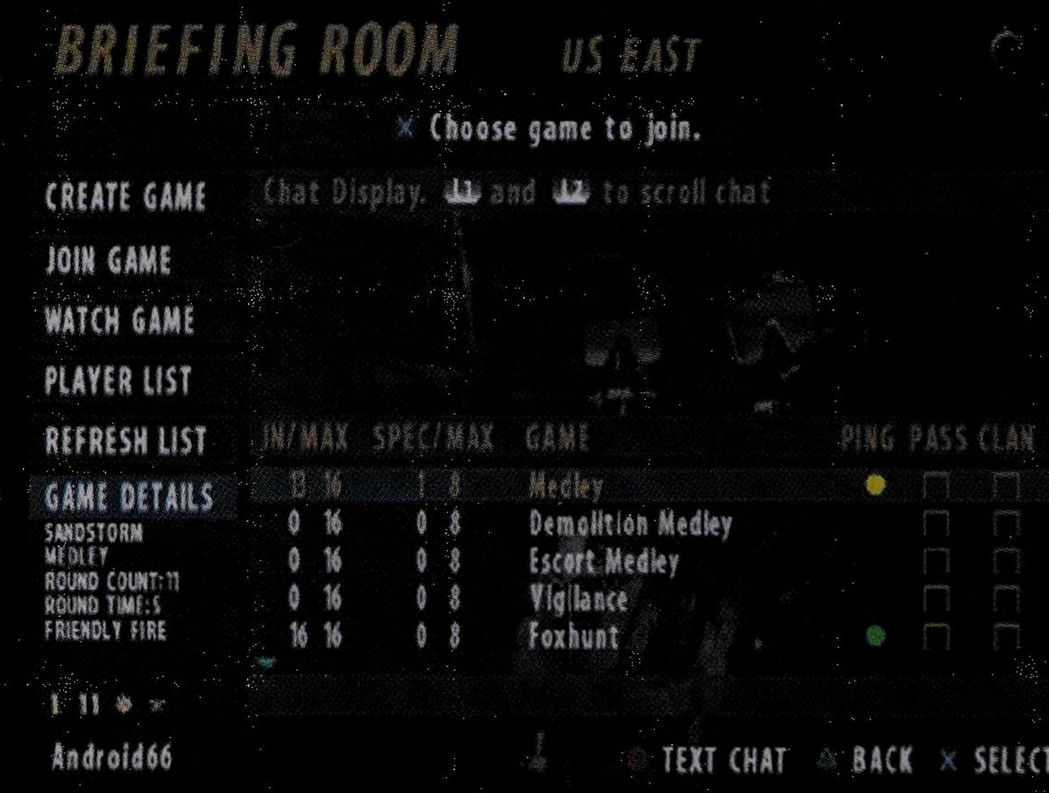
Now SPECTER can place the C4 on the helicopter and climb the crow's nest to signal the U.S.S. Michigan with Red Smoke, making them aware that all objectives have been completed. This will halt the submarine's plan to scuttle the ship with torpedoes, which would have otherwise resulted in the Bitter Moon going down in flames. Fireteam is extracted by helicopter. Force Majeure has been defeated, and Seattleóalong with the nation at largeóowes a great debt of gratitude to SPECTER and his Fireteam for the aversion of a catastrophic disaster. The thwarting of this and other operations has sent a message that the civilized world will not stand down as terrorist attacks are waged, and that their deeds will not go unpunished. This has been one of the most important missions any Fireteam has ever been tasked with and, once again, the SEALs have proven to be the world's premiere special forces operatives. Congratulations.

GETTING STARTED ONLINE

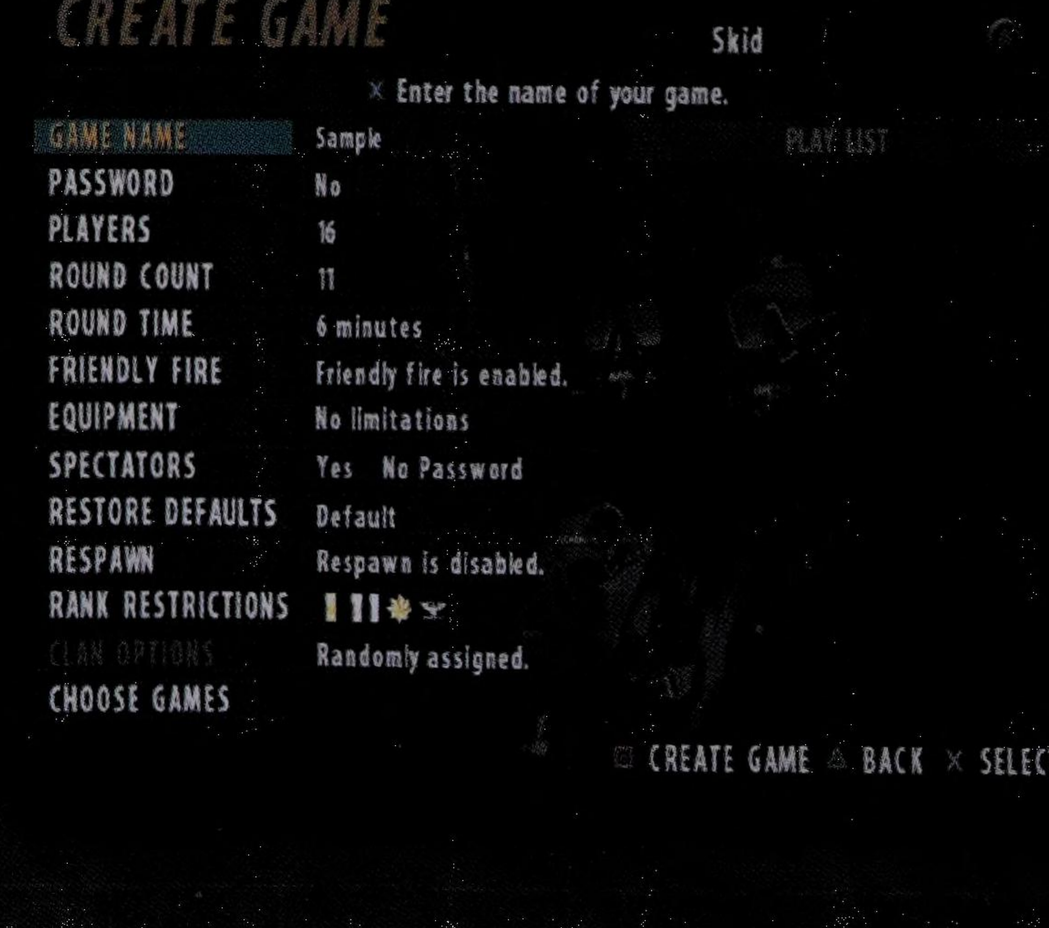
After connecting to the Internet and verifying your name and password, you can choose which Briefing Room to join. The rooms are named according to geographic regions (US East, US West, etc.). You do not have to be located in a specific region to play in that room, but doing so makes it easier to find people to play who are in your own time zone.



From the Briefing Room menu, you may examine a list of all the Players currently in your room. You may Join an existing game or Watch an existing game as a spectator, depending upon whether or not the game is full (check the "in/max" number). Highlighting the name of the game will bring up the Game Details box on the bottom left of the screen. This box lets you know what map is being played, how many rounds are left, and which parameters (friendly fire, respawn) have been selected.



You can also Create your own game. After choosing Create, give your game a name. Suggestions include the type of game you are playing (Demolition, Extraction, etc.), the maps you are playing (Random, Vigilance, etc.), or the name of a clan or group. It can be anything you want to call it. After naming your game, you can adjust the following options:



Password: If you want to lock the game with a password, enter it here. Don't forget to tell your buddies what it is in advance!

Players: Select the number of players (an even number from 2 to 16).

Round Count: The default is 11, but you can choose any odd number of rounds from 3-11. You'll play each map selected for the 'best of' this number of rounds. The game ends when one team has one the majority of selected rounds.

Round Time: If the objectives are not met by either team, the round will end after the time specified. The default time is 6 minutes, but you can set the clock from 4 to 10 minutes.

Friendly Fire: With it disabled, you won't have to worry about accidentally hitting a teammate. If it is enabled, your shots can kill teammates (for which you will be penalized).

Equipment: If you so desire, you can limit the type of equipment carried by players. Choose from Pistols Only, Shotguns Only, Snipers Only, or No Bombs. If you wish to have access to all weapons, select No Limitations (the default setting).

Spectators: Do you want to allow people to watch the game you are playing? If so, choose Yes. Otherwise, choose No. You can also set a Password so only people who are invited to watch can become spectators. The default setting is Yes, No Password.

Respawn: Normally, the Respawn option is turned off. If you die, you will have to wait until the next round to play again. With Respawn turned on, you can return to the same game after dying. In a Respawn game, the timer is set to 20 minutes, with a round count of one, and neither can be adjusted by the player.

Rank Restrictions: Every SOCOM II online player is assigned a ranking based upon his or her performance: Ensign (gold bar), Lieutenant (two silver bars), Lieutenant Commander (gold star), or Captain (silver eagle). If you want to keep certain ranks out of your game, you can do so here. Only people who have ranks equal to those you select will be able to enter.

Choose Games: You can choose to play through all the maps (Medley), a random assortment of maps (Random) or specific maps you choose (Specify Map). Select the maps you wish to play from the left column (Available Maps) and add them to the list on the right (Selected Maps list). Press the Square button to accept the maps you have selected.

There are five different types of multiplayer missions to choose from: Supression, Demolition, Extraction, and new to SOCOM II, Escort and Breach.

SUPPRESSION

OBJECTIVE: There are no complicated objectives here! Your only goal is the complete elimination of the other team by any means necessary.

GENERAL STRATEGIES:

Just because you don't have to worry about hostages, VIP's, or planting bombs, doesn't mean you have to charge blindly ahead! Work in groups and communicate frequently. If you notice a large concentration of enemies, quickly inform your teammates of their movement or location.

If you are standing your ground with a teammate, one of you should turn around and cover the rear of your position to avoid being ambushed from behind.

Smart enemies who see you in the distance will avoid alerting you by waiting until they get closer before firing a shot. Instead of methodically circling around a level, frequently change directions and look behind you to avoid being caught by surprise.

If you are alone and outnumbered, tossing multiple smoke grenades in different directions may provide cover and help to confuse the enemy. A quick check of the scoreboard (SELECT button) will indicate how many enemies remain.

Lying prone next to a body or two might give you the element of surprise. Don't forget that you can take weapons from the bodies of your opponents.

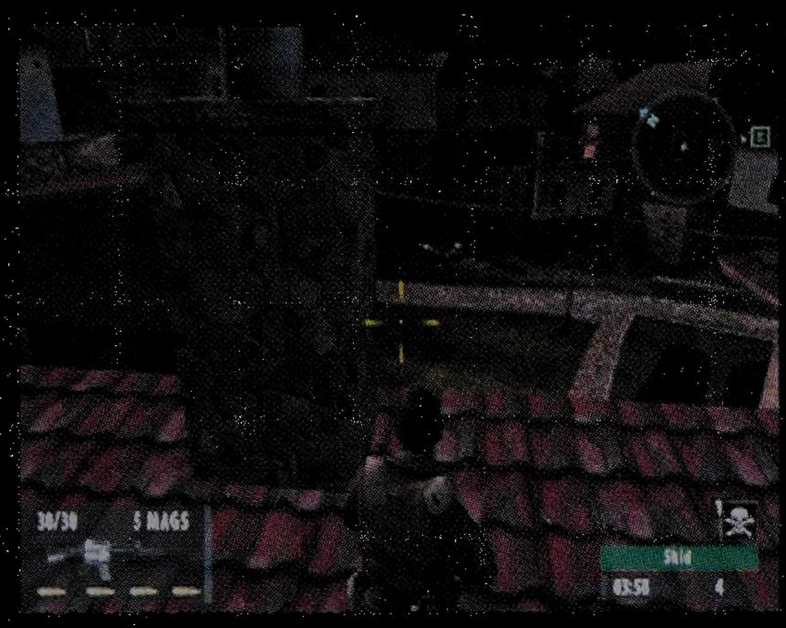
ARENA-SPECIFIC STRATEGIES:

1. Vigilance

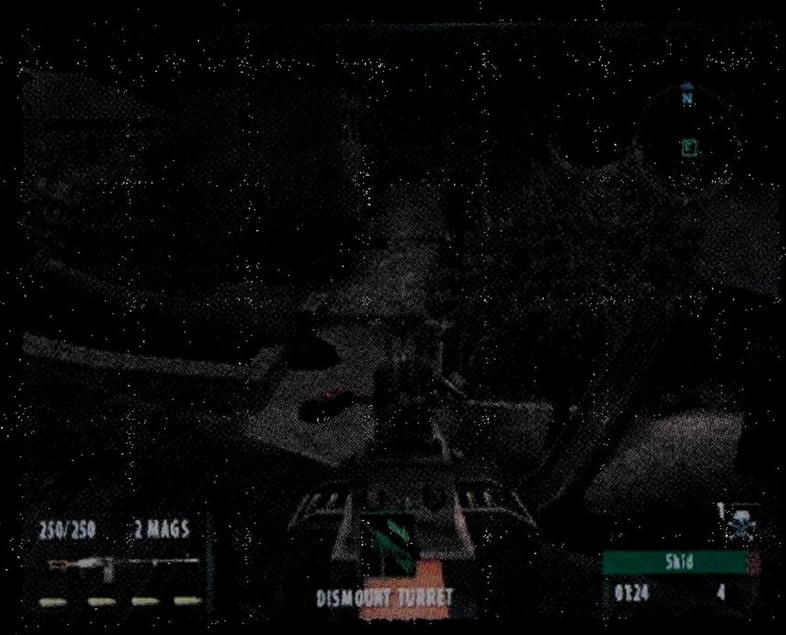
Use C4 to blow open boarded-up doors and windows, allowing you to enter buildings that provide a good vantage point.

If you use the windows for sniping, make sure someone is covering your back.

You'll be exposed to enemy fire when crossing the bridges. Dropping down into the dry canal gives you more cover.



Always look for roofs that are low enough to climb upon.



The gun turrets provide good coverage of the bridges over the canal, but gunners are easy targets for someone with an RPG.

DEMOLITION

OBJECTIVE:

Both teams must find a satchel of explosives, usually located in the center of the map equidistant from the starting location of the SEALs and the Terrorists. To win the game, a team must destroy its specified target, defuse the bomb planted by the other side, or eliminate the other team.

GENERAL STRATEGIES:

Teamwork is key in the Demolition maps. The game will give you a text message when the bomb has been picked up, and an audible signal when it has been planted, but it will not tell you which team is carrying the bomb. You'll have to bring up the scoreboard by pressing SELECT to see who has it. You can also figure out which team has the bomb by checking the compass arrow to see which demolition spot is highlighted. Still, it is easier to just use the headset to let your teammates know when you have grabbed the bomb so that they may provide cover. Also, if they know you have the bomb, they will be able to retrieve it more easily should you be killed.

Additionally, when you are in the target area, you will have to hold down the X button for several seconds until the meter fills up. While planting the bomb, you cannot defend yourself! Unless you are the last survivor from your team, it is always advisable to have a teammate cover you during the bomb activation.

Bombs can be defused in an identical fashion. Stand in the target area and hold down the X button for several seconds until the meter fills up. If a bomb is defused, it cannot be reused--the team that planted the bomb loses.

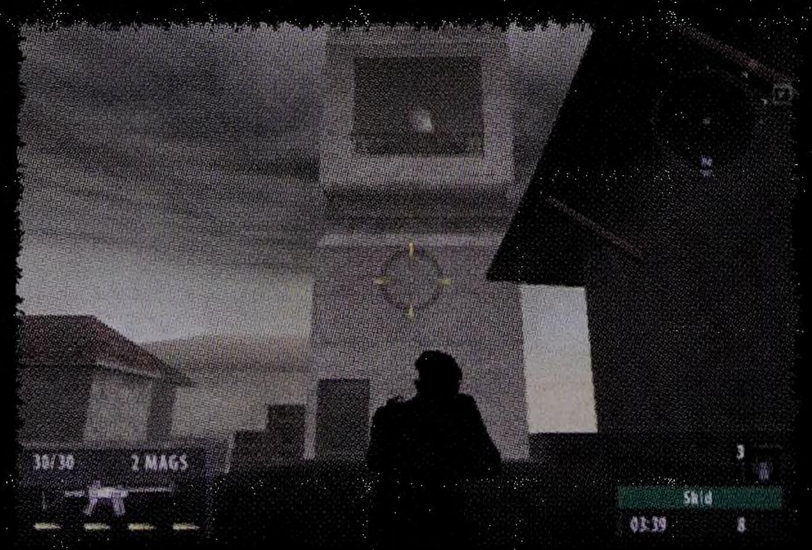
ARENA-SPECIFIC STRATEGIES:

1. Crossroads

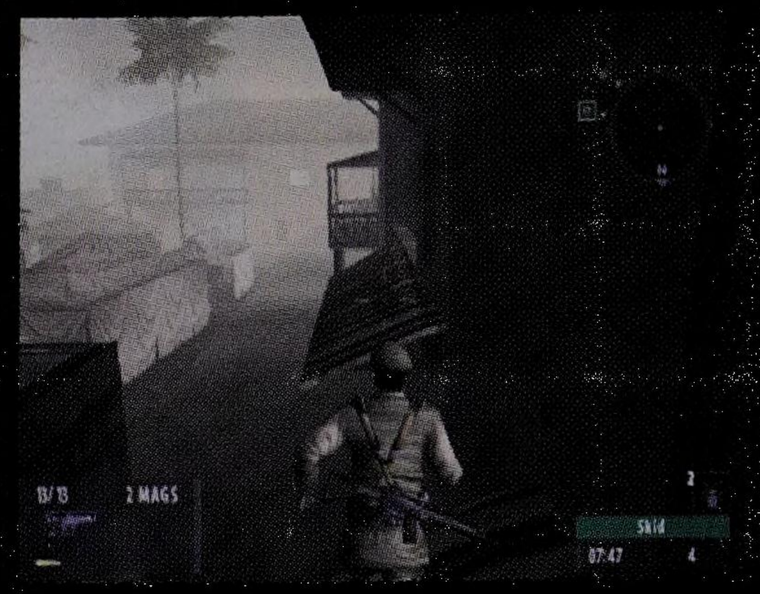
The bomb is located in a group of tents in the center of the environment. Teammates can cover the person assigned to grab the bombs by positioning themselves on the nearby rooftops.

The Terrorists' target, the Medical Center, is easy to defend thanks to the placement of a gun turret at the top of the steps. The SEALs' target, the warehouse, likewise has a gun turret emplacement to defend it...but you are open to an attack from behind while using it.

Plant mines in the narrow alleyways to prevent or slow down the enemy's approach. Just be sure to let your teammates know where you have placed them.



The bell tower provides the best vantage point-you can even cover the Medical Center or take out a person using the turret from up here. Planting a mine at the top of the ladder will prevent anyone from coming up behind you (although you won't be able to get down either).



The edges of the rooftops are quite low, allowing you to jump between balconies and awnings.

You might notice explosives attached to the underside of two arched bridges--they can be triggered by switches found in nearby buildings.

Since you are unable to see the bridges while standing at the switches, have a teammate give you the signal to pull them. Anyone atop or underneath the bridges will be killed.

2. Requiem

Use C4 on the mausoleum to open up a passageway underneath the central island where the bomb is located.

Shotguns are particularly effective in close quarters fighting, such as inside the myriad of buildings in this level.

Don't cross the bridges unless you have no other option-you'll be an easy target there! Stay to the far sides of the environment, using paths in the snow and crossing the frozen river.

Both the Terrorists and the SEALs have access to gun turrets that can cover a large portion of the frozen river.

EXTRACTION

OBJECTIVE:

The job of the SEALs team is to find the hostages being held by the Terrorists and lead them to safety. The Terrorists must prevent the SEALs from rescuing the hostages. Both teams must keep the hostages alive and will be penalized should any of the hostages be killed. To win, the SEALs must rescue at least two hostages or kill all the Terrorists.

GENERAL STRATEGIES:

In order to take control of a hostage, players must face him/her. Icons will appear on the bottom of the screen corresponding to your command choices. You can order a hostage to hold his/her position, or to follow you.

As a Terrorist, you'll want to use the hostages as shields. If a SEAL hesitates to fire upon you in fear of hitting an innocent hostage, that gives you an edge. You can also use the hostages as bait by moving them to a more defensible location and lying in wait for the would-be rescuers. Don't forget about the claymores, if you have them! You can't place them too close to the hostages, or else the resulting explosion will kill them too, but they work wonderfully on gung-ho SEALs charging into a building where the hostages are located.

As a SEAL, you've got the tougher job of keeping the hostages alive. Use non-lethal stun grenades to incapacitate Terrorists who are using hostages as shields.

ARENA-SPECIFIC STRATEGIES:

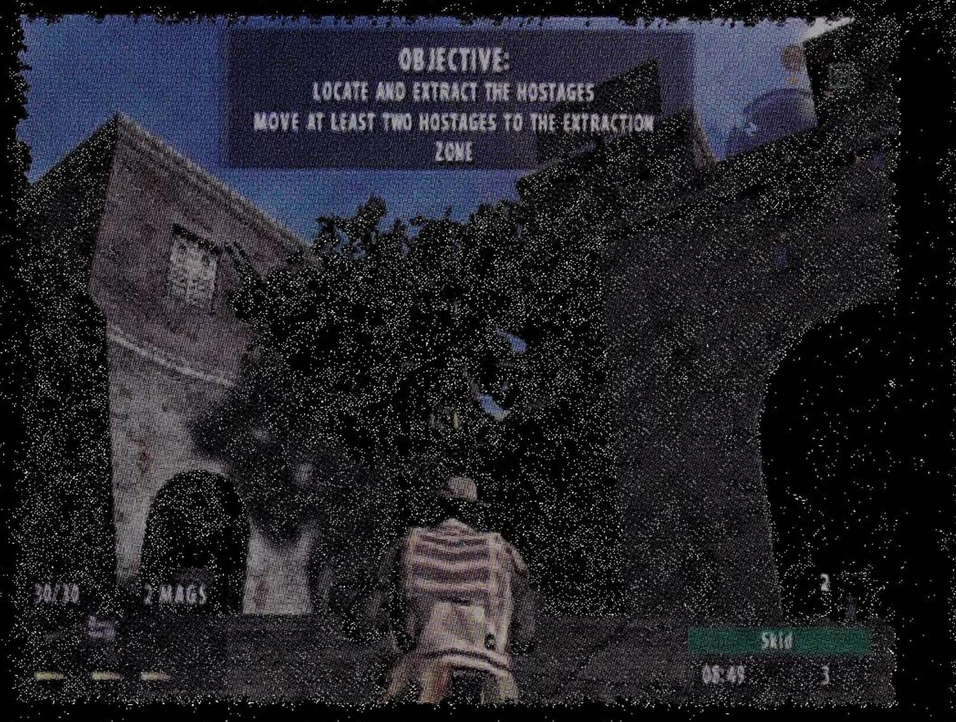
1. Fish Hook

The SEALs will have to use C4 to breach the nearest boarded up wall, as well as the gate in the alley. You won't have to use C4 if you follow the beach to the right of the starting position and head up the stairs. However, the Terrorists will be able to dig in before you can get there.

In the back of the room with the boat, a set of stairs leads to a gun turret on the roof. This turret is an easy position to defend, and it is also useful for providing cover to teammates in the central building with the hostages.

As a Terrorist, hop up to the roof adjacent to the turret and lie prone. From here you can snipe any SEALs who try to enter the town through the tunnel from the beach-you can usually hit them before they even see you.

You can toss stun grenades through the windows of the main building where the hostages are being held, and you can snipe through the windows, too.



The Terrorists have an advantage in that the SEALs start with their backs to the ocean and must blow their way into the town. As a Terrorist, if you run immediately towards the SEALs starting positions, you may be able to quickly take them by surprise. SEALs should definitely watch the rooftops.

From the second floor of the building where the hostages are located, you can jump to a roof and then across to a free-standing building. If you lie prone on that second building's roof, the enemy on the ground will not be able to see you.

ESCORT

OBJECTIVE:

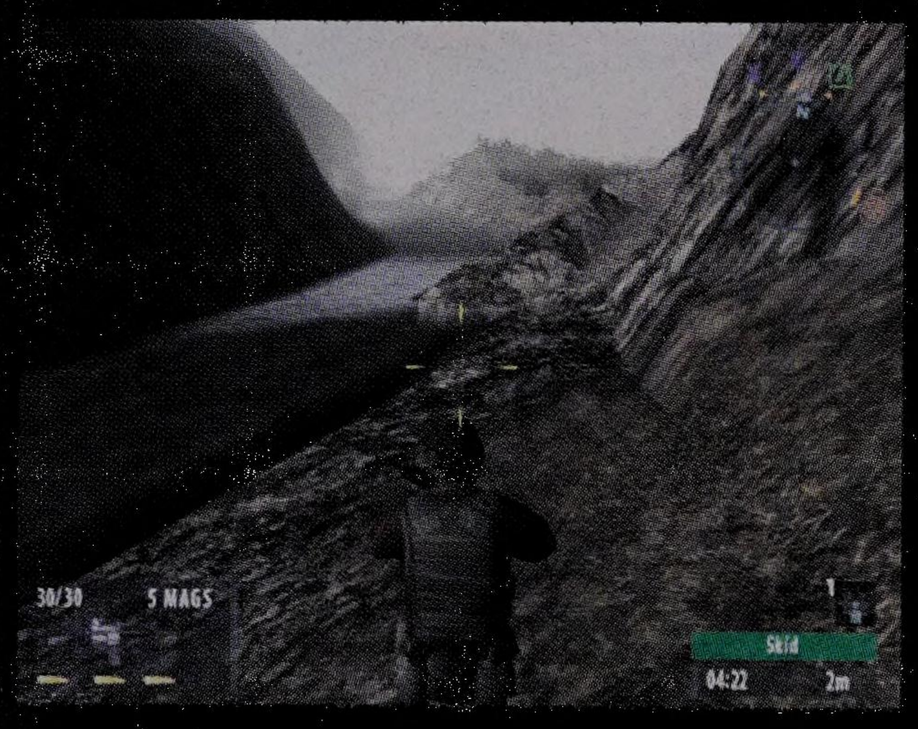
Like the Extraction missions, the SEALs must help non-combatants to escape. There are two major differences, though. First, unlike the hostages, the VIP's start the game in the hands of the SEALs and do not have to be rescued from the Terrorists. Second, unlike the hostages, the VIP's are a legitimate target for the Terrorists. To win the game, the SEALs must get at least two VIPs to an extraction point. Terrorists must either kill all the VIP's or kill all the SEALs. The SEALs will also win the round if at least one VIP is still alive when the time runs out.

GENERAL STRATEGIES:

If there is more than one extraction point, SEALs may wish to separate the VIP's into different groups. If the VIP's remain in a single group, it is easier for the Terrorists to target them. Unlike the hostages in the Extraction missions, the VIP's should never be left alone unless absolutely necessary. SEALs cannot use VIP's as human shields in the same way that Terrorists can use hostages.

ARENA-SPECIFIC STRATEGIES:

1. Fox Hunt



If you lead the VIP's up the river, have a teammate man the turret to cover you. Look for a cave on the side of the river, and order the VIP's to remain there while checking out the area. The nearest extraction area is just ahead to the left.

Terrorists covering the river can use the side of the mountain for cover. The turret near the extraction zone faces the wrong way, so don't bother with it. Hiding in the gas station's garage provides an excellent view of the extraction zone and the bridge over the river.

2. Guidance

If you lead the VIP's along the far right, you can use the long walls for cover. You'll be exposed to fire from the hilltops and a turret up ahead, however.

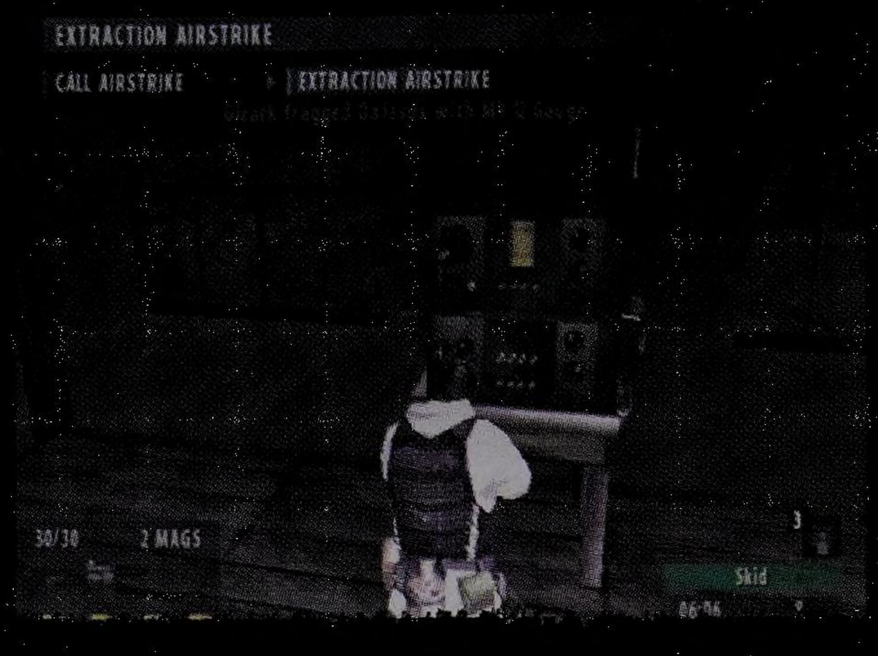
Both teams should take advantage of the tall grass by lying prone on the hillsides. It's good to send a couple of teammates to the large hill to act as spotters, informing you of the direction of the enemy's advance.

The large building is a good place to take cover. You can temporarily corral the VIP's inside while you scout the area. They can't be taken out by snipers here, but there is always the possibility of their being killed by thrown grenades, so don't linger too long.

The snow-covered environment makes it difficult to spot the enemy from a distance. Use it to your advantage by hiding in the brush and rock.

The drainpipe on one edge of the environment must be breached with C4 before you can bring the VIP's through. Although it is the quickest route to the extraction point, it is also the most deadly; terrorists can easily mine the other side of the drainpipe or toss grenades. Additionally, the mountain is too steep to climb from this side.

Use the buildings on the top of the mountain for temporary cover. Corral the VIP's inside while you secure the area.



A radio transmitter inside one of the buildings will allow the SEALs to call for an air strike that will quickly blow open the wall leading to the extraction zone (and conveniently eliminate any nearby enemy defenses). Be sure and warn your teammates to stay clear, as you cannot see them from here.

BREACH

OBJECTIVE:

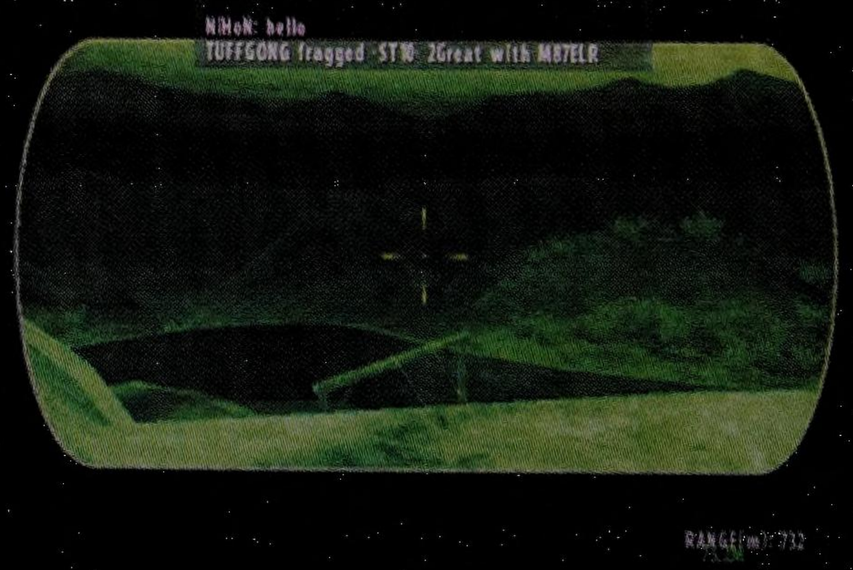
This is a variation of the Demolition missions. Unlike Demolition, the satchel of explosives starts in the possession of the SEALs. Also, unlike Demolition, there is no target for the Terrorists to destroy. Before the SEALs can destroy the specified target, however, they must breach the stronghold being defended by the Terrorists. There are usually multiple points of entry where the SEALs can plant C4 to blast their way inside. To win the game, the SEALs must destroy their target or the Terrorists must kill all the SEALs. As in Demolition, a planted bomb may be defused.

GENERAL STRATEGIES:

As a Terrorist, you know where your compound is likely to be breached, so break into groups at each position and wait for the SEALs to enter. The only advantage the SEALs have is that they know which of their teams has the bomb when attacking at multiple positions. Terrorists who leave their compound should be forewarned-you don't have C4, so you'll only be able to get back through the holes in the walls made by the SEALs.

ARENA-SPECIFIC STRATEGIES:

1. Sandstorm



Use your night vision goggles to help you locate the enemy's position. SEALs should move forward promptly to avoid being caught in the open.

Terrorists can use the turret atop the tower in their camp. It provides you with a good view of the area outside the wall, but it leaves you open to sniper fire.

The narrow passages in the mountainside are good places to plant mines, since there is very little room to maneuver around them.

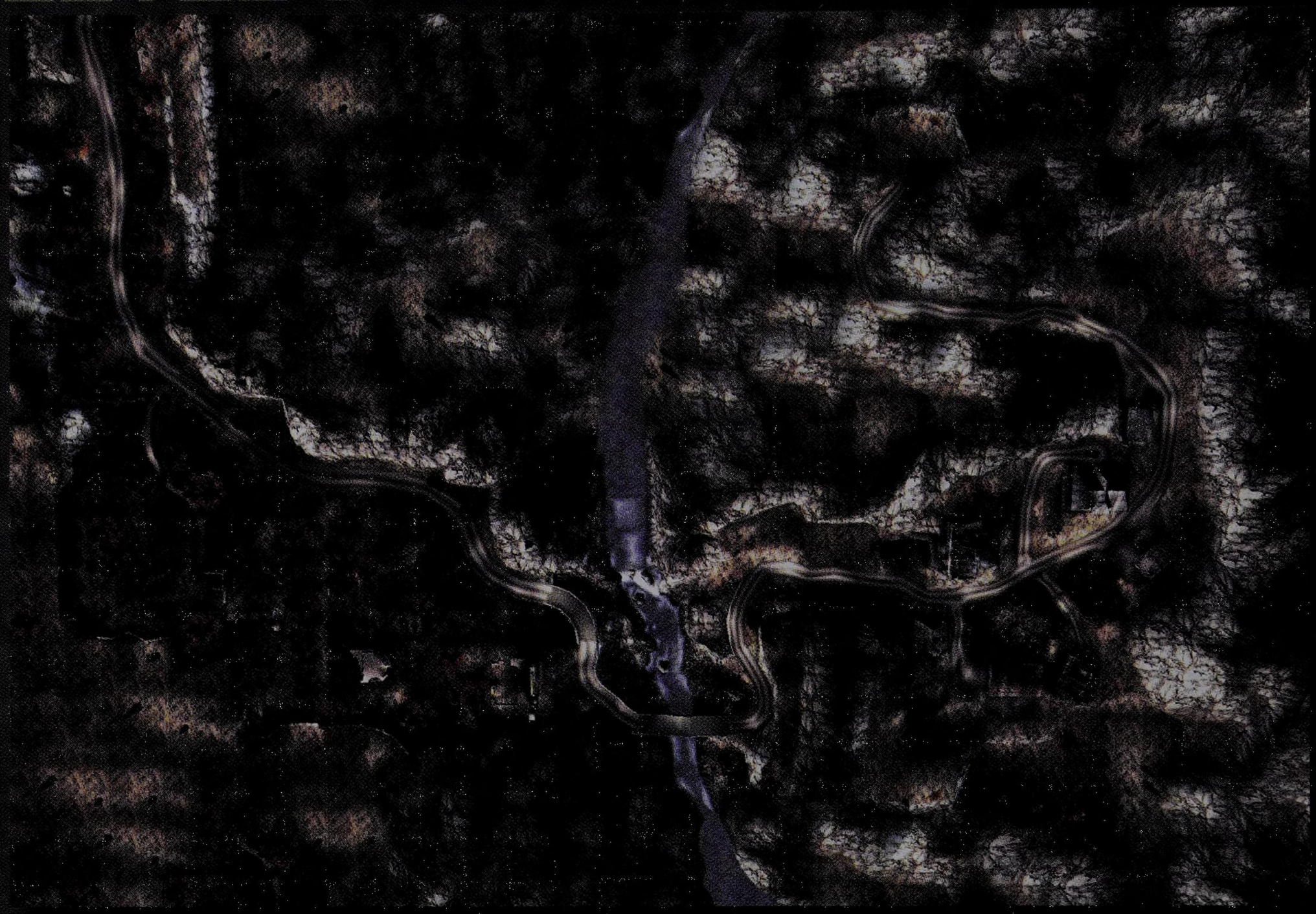
As a Terrorist, use the turret near the breach point. As a SEAL, you can toss a grenade into the bunker before planting C4. Just be careful-hit the edge, and the grenade will bounce back to you!

A radio transmitter inside one of the buildings will allow the Terrorists to call for an air strike, but you will need to work with a teammate to determine the SEALs position first. If the SEALs destroy the radio tower on the mountainside, the Terrorists will be unable to call for an air strike.

MAPS

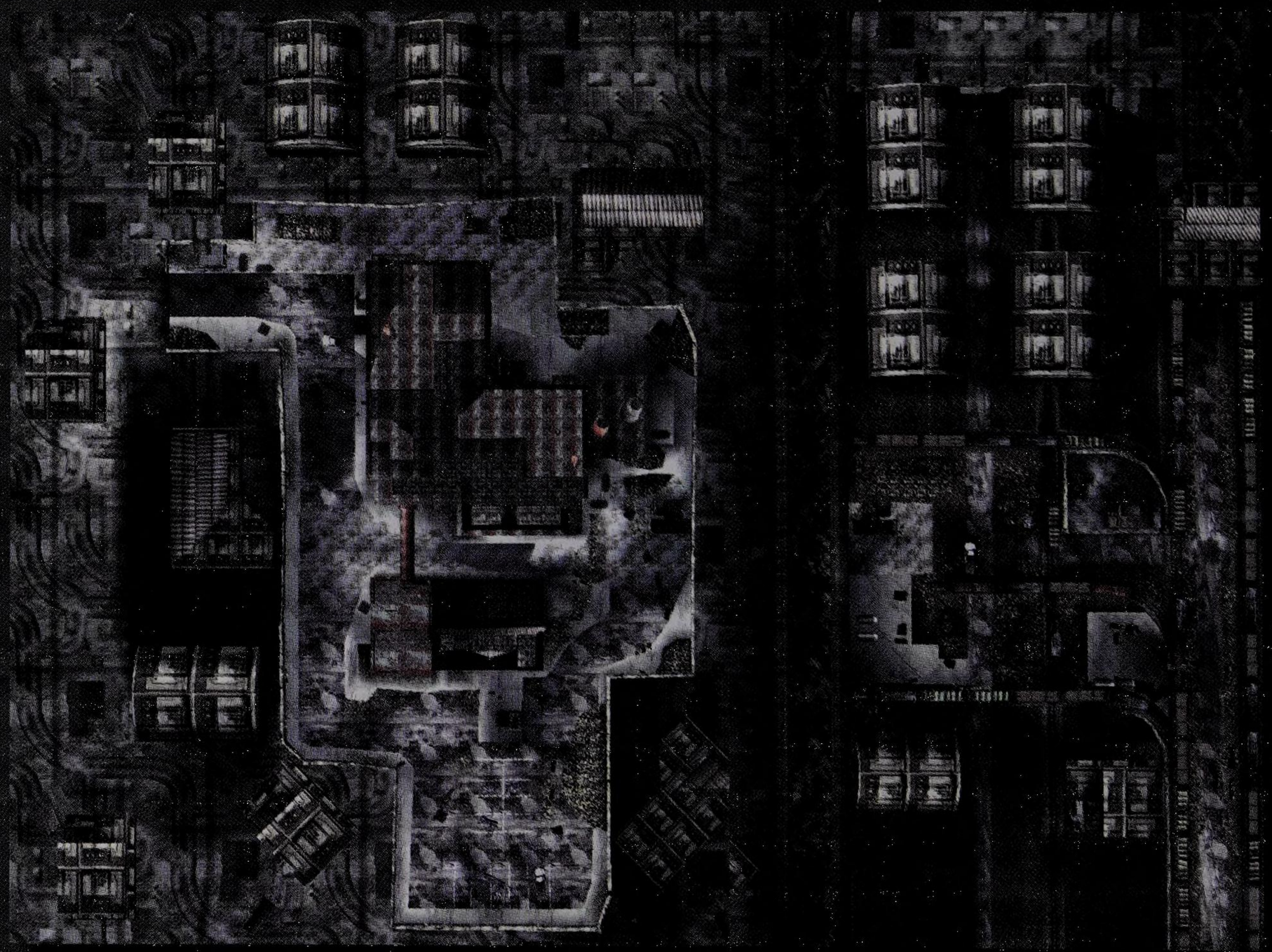
LEVEL 1

OPERATION RAPID KILL: SEEDING CHAOS



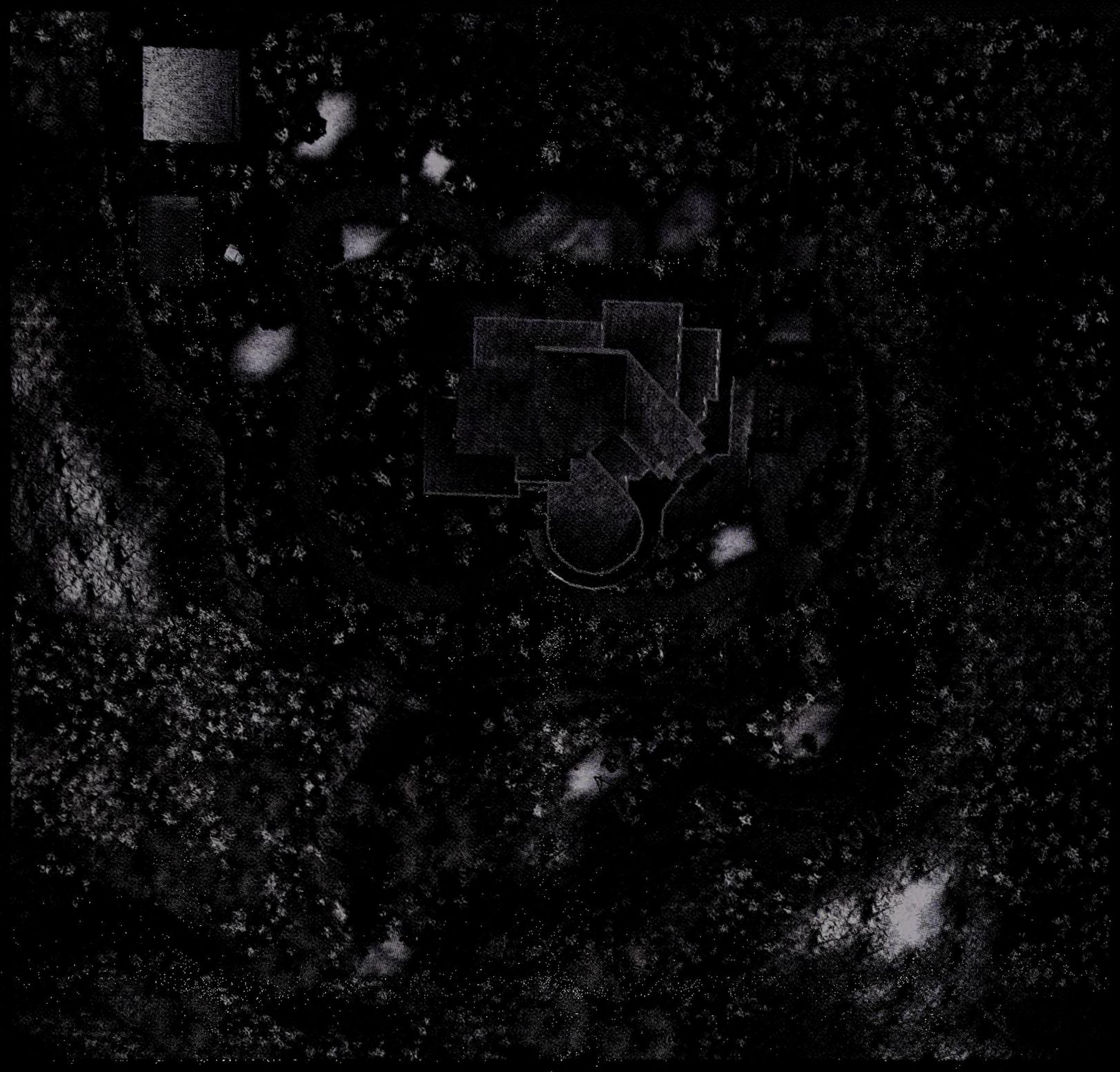
LEVEL 2

OPERATION RAPID KILL: TERMINAL TRANSACTION



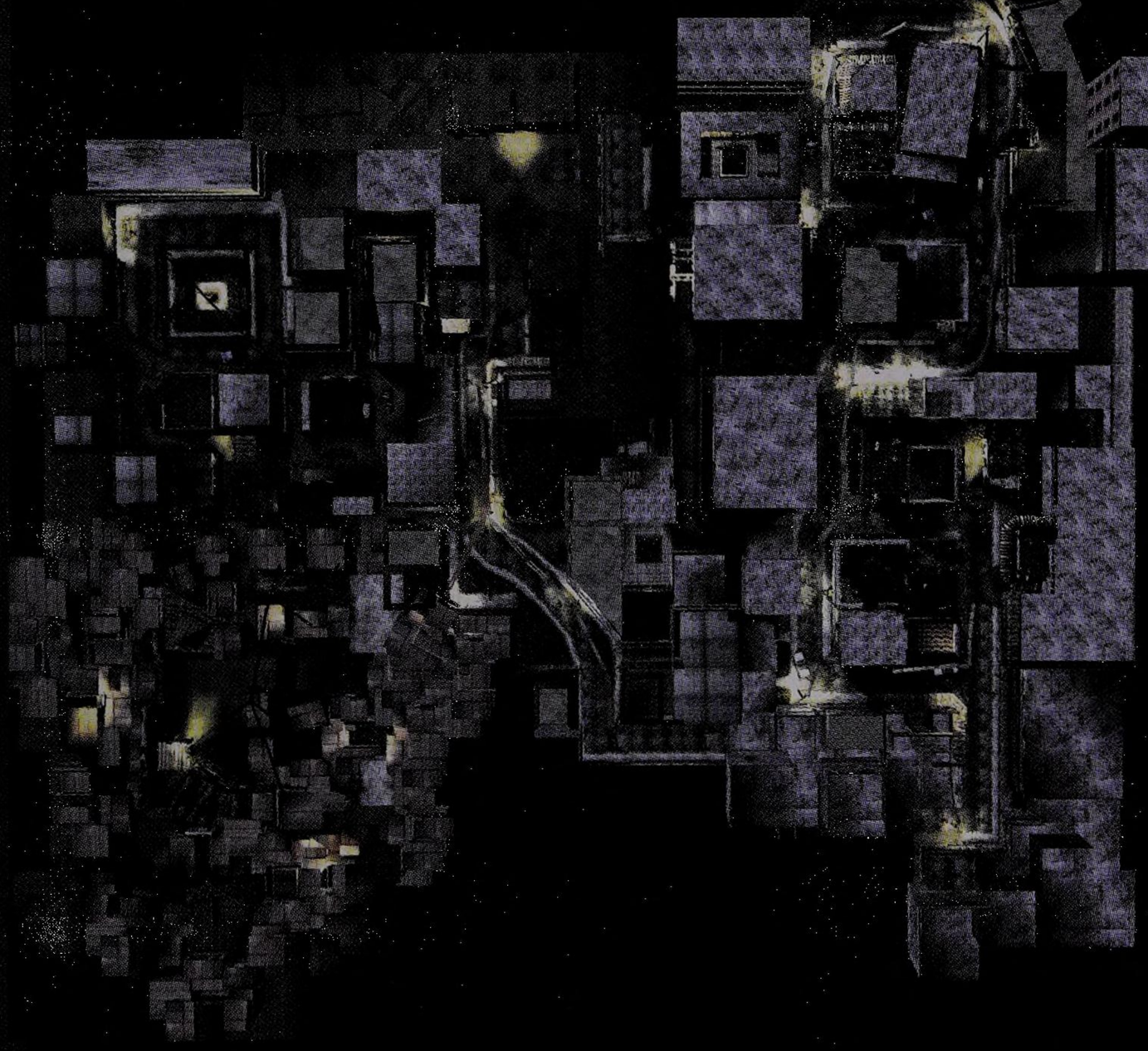
LEVEL 3

OPERATION RAPID KILL: UPLAND ASSAULT



LEVEL 4

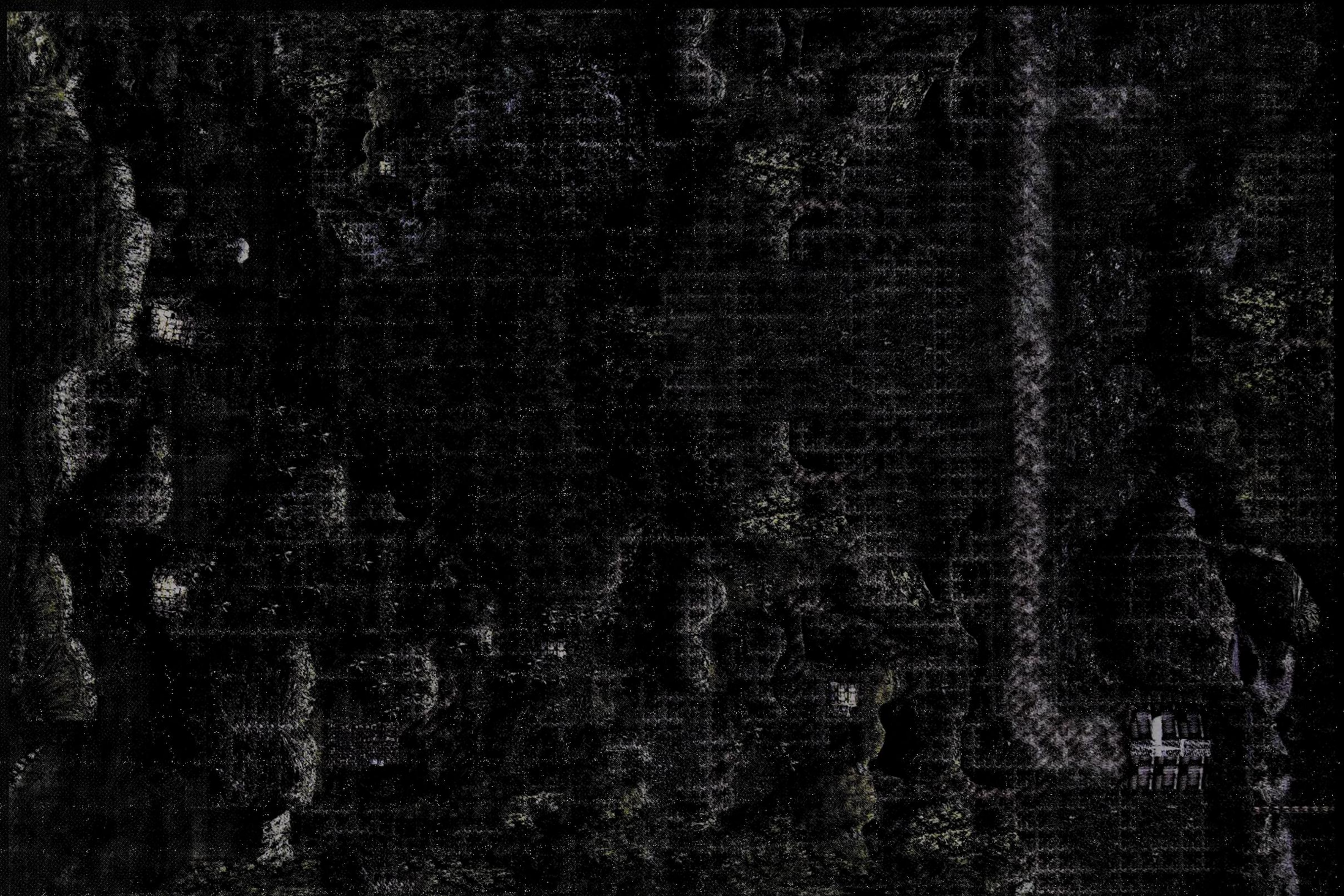
OPERATION GOOD NEIGHBORS: URBAN SWEEP



MAPS

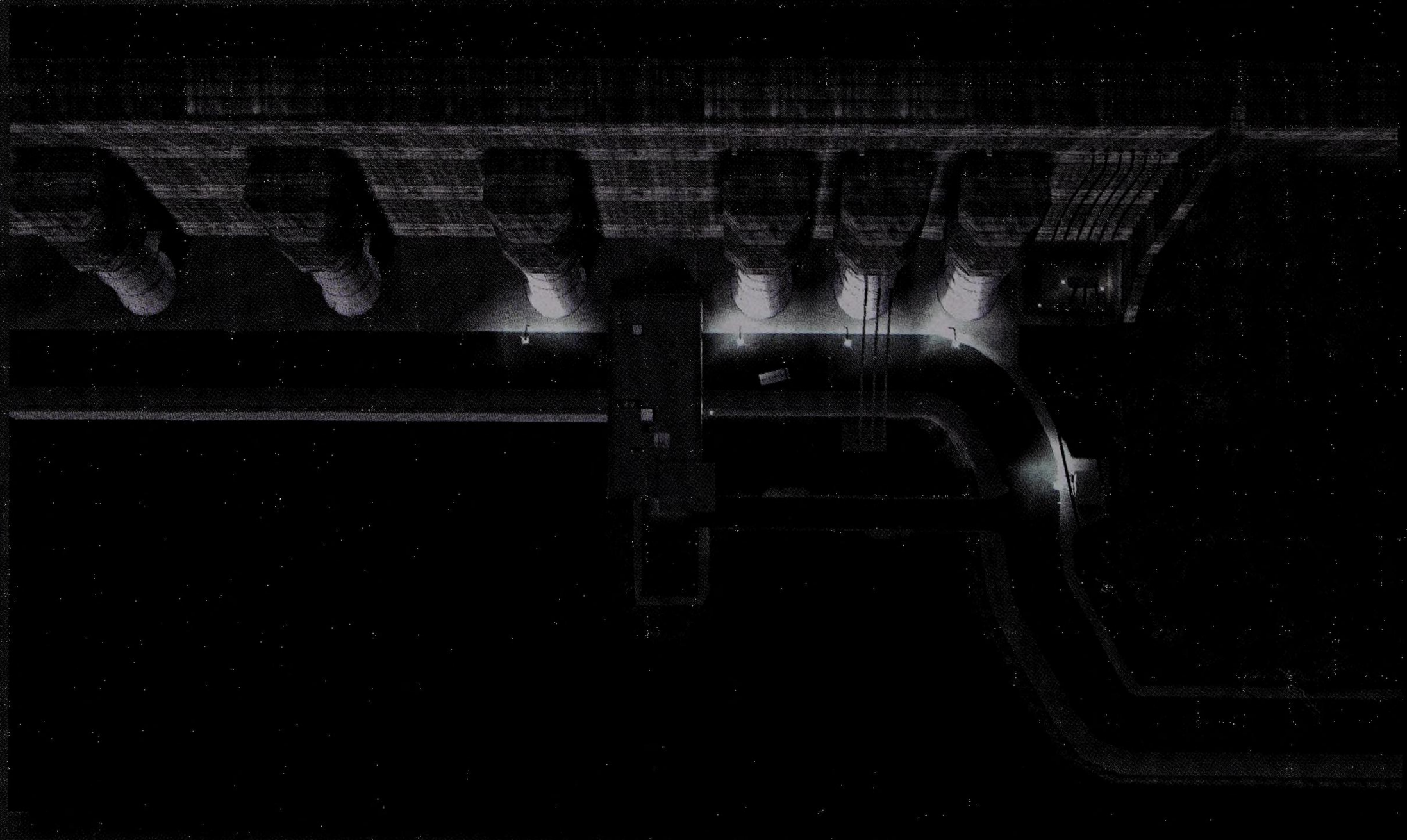
LEVEL 5

OPERATION GOOD NEIGHBORS: STRANGLEHOLD



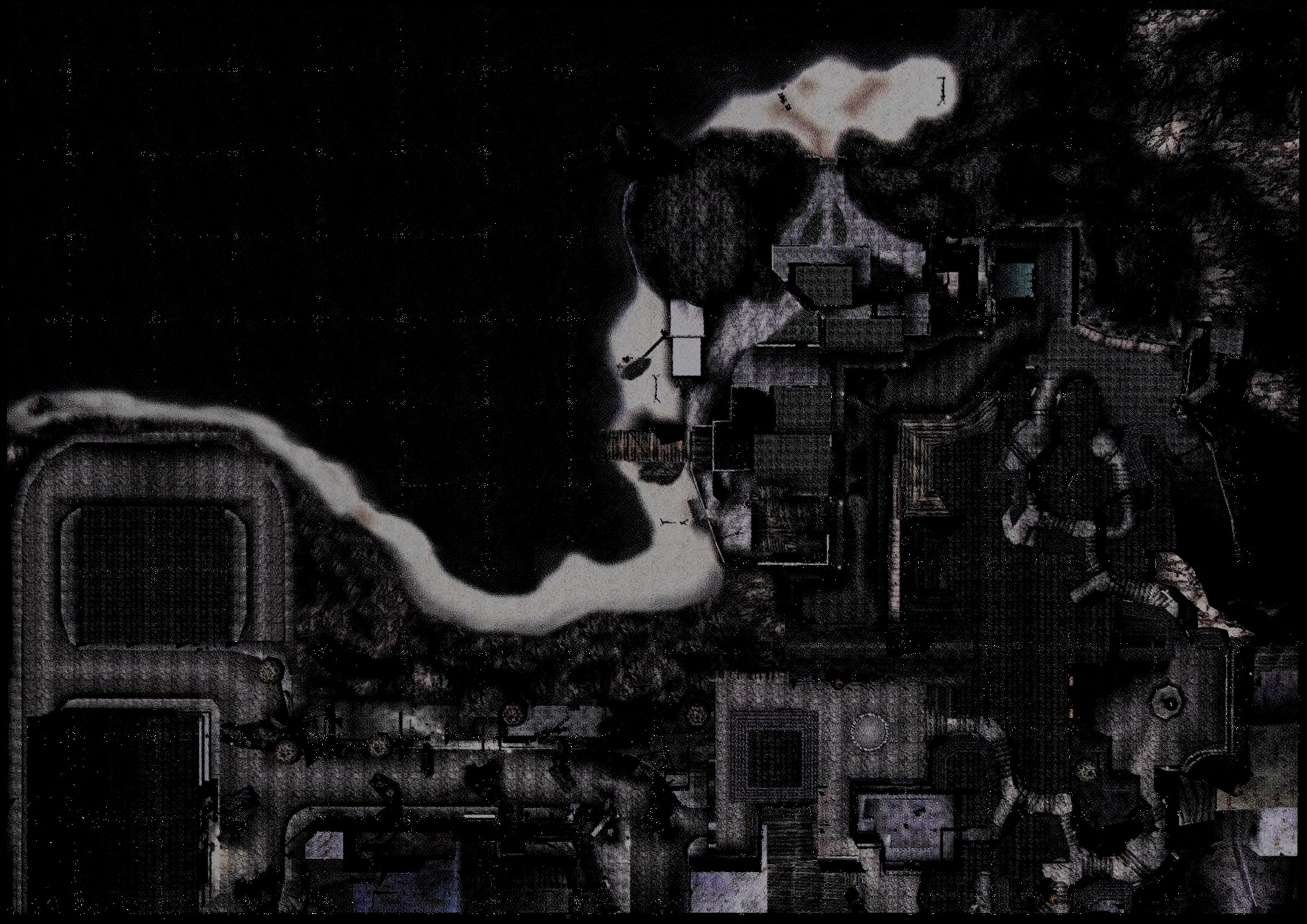
LEVEL 6

OPERATION GOOD NEIGHBORS: HYDROELECTRIC



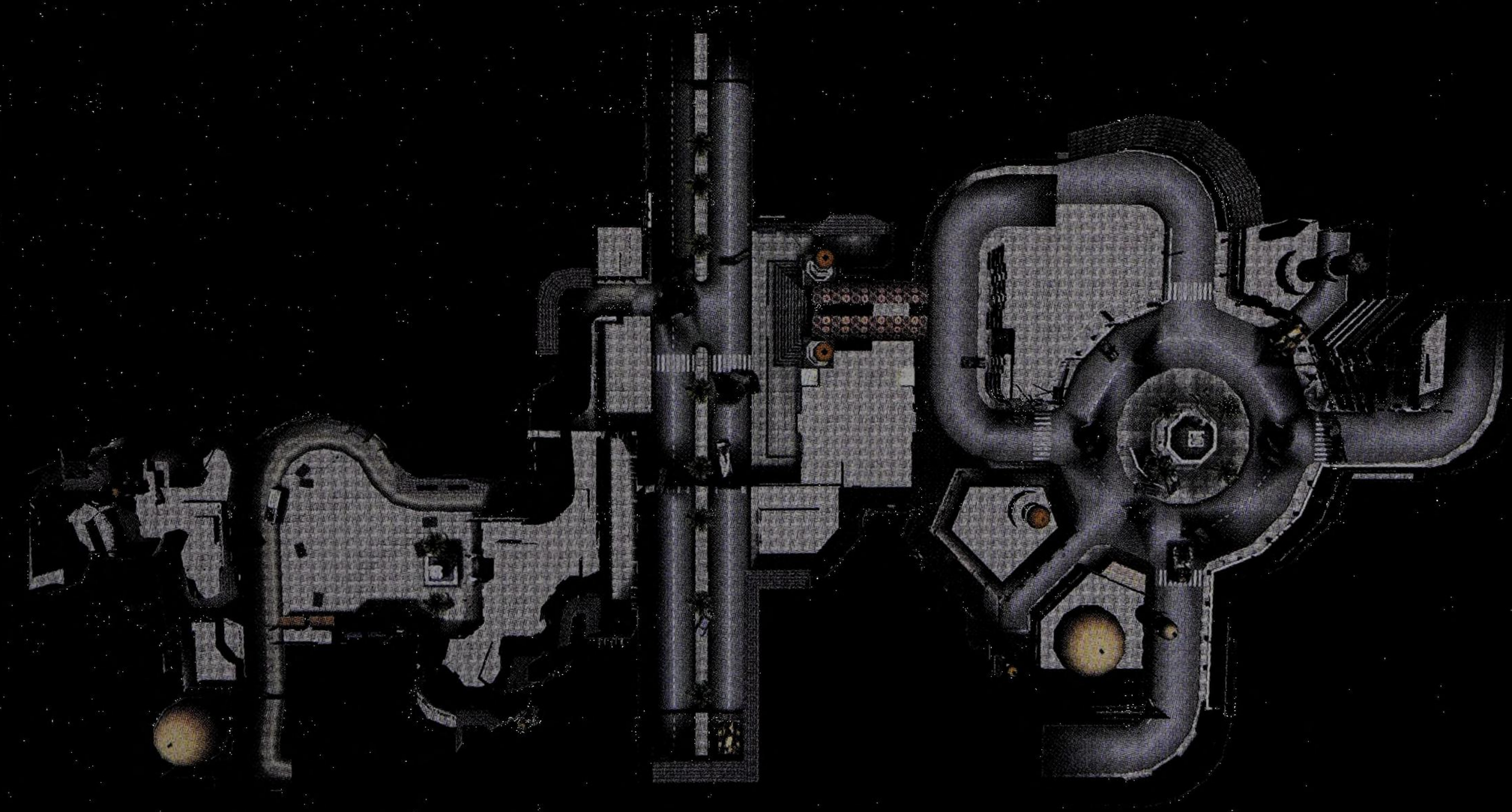
LEVEL 7

OPERATION KEEPING FAITH: GUARDIAN ANGELS



LEVEL 8

OPERATION KEEPING FAITH: PROTECT AND SERVE



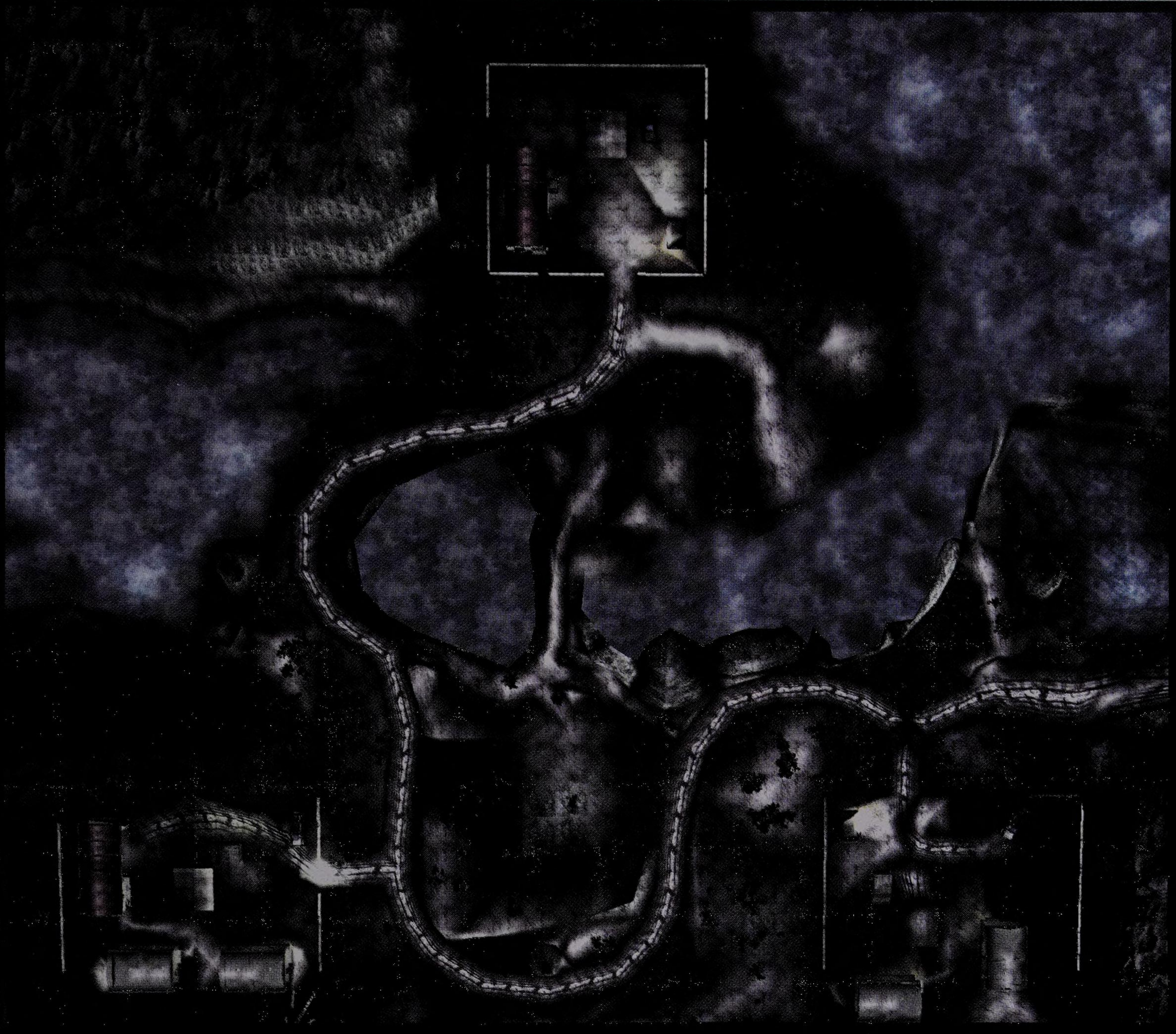
LEVEL 9

OPERATION KEEPING FAITH: AGAINST THE TIDE

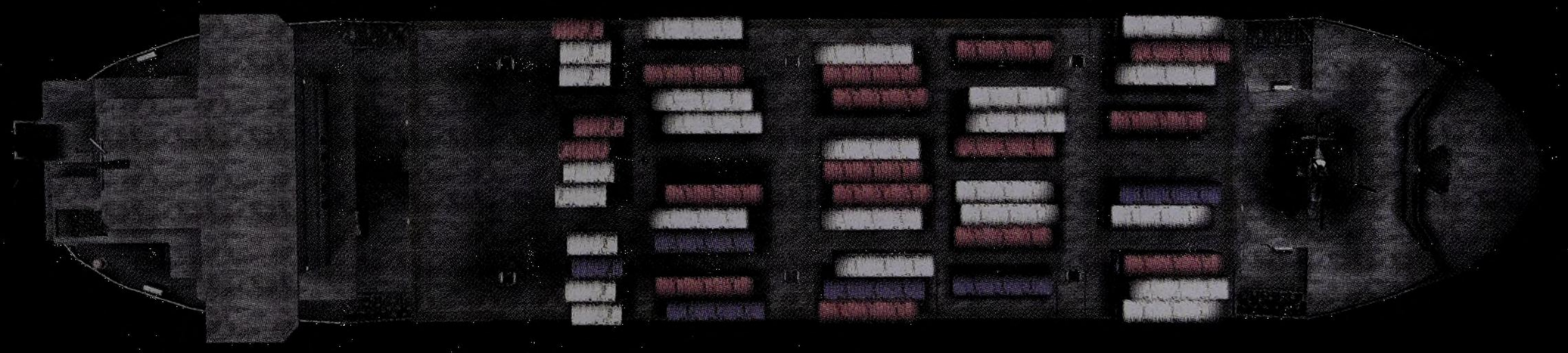
LEVEL 10

OPERATION STORMCLOUD: LOCKDOWN

LEVEL 11 OPERATION STORMCLOUD: GUIDED TOUR



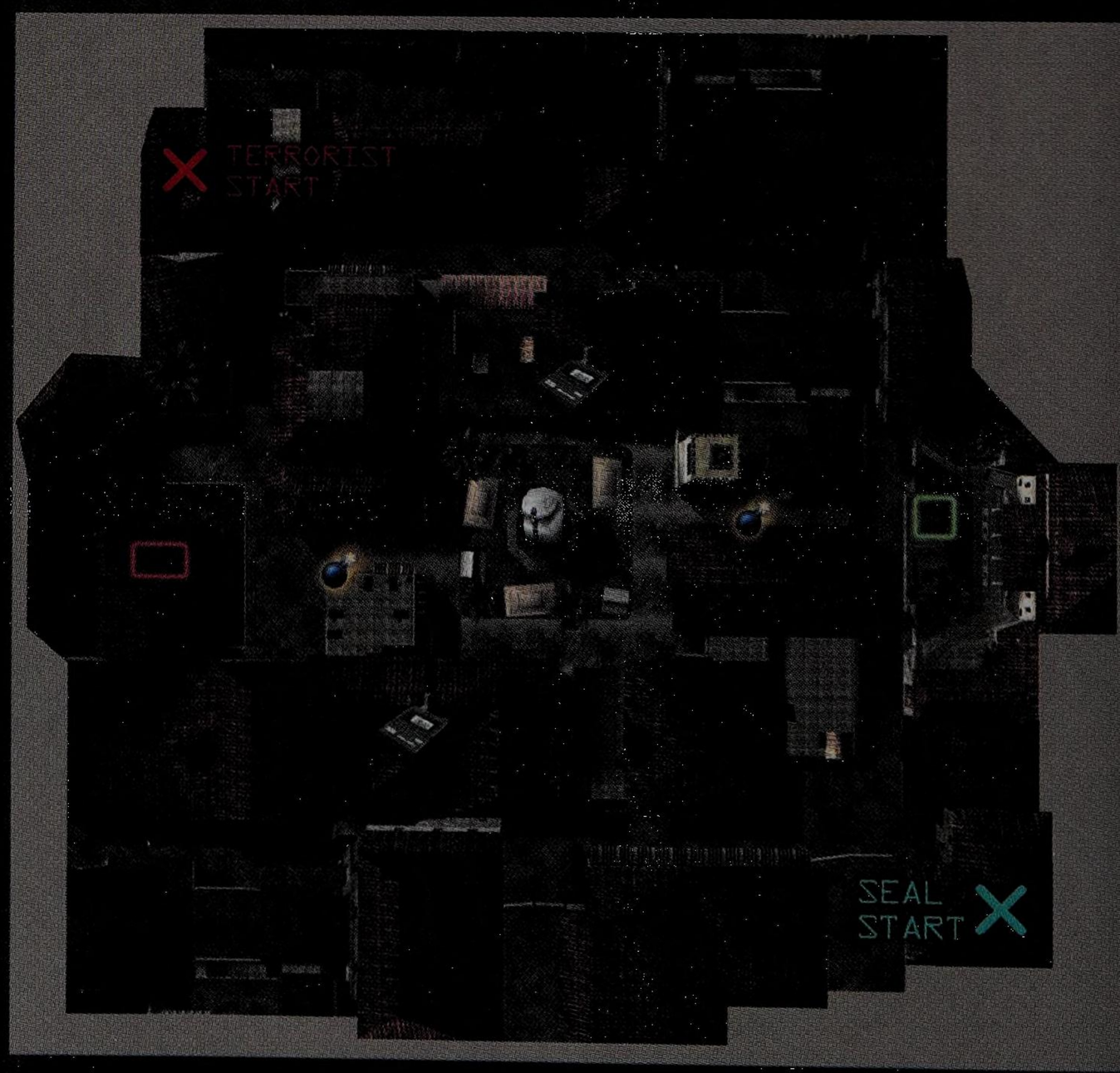
LEVEL 12 OPERATION STORMCLOUD: DOOMSDAY DELIVERY



MAPS

MULTIPLAYER CHAINREACTION

MULTIPLAYER CROSSROADS



MULTIPLAYER
ENOWAPI

MULTIPLAYER
FISH HOOK

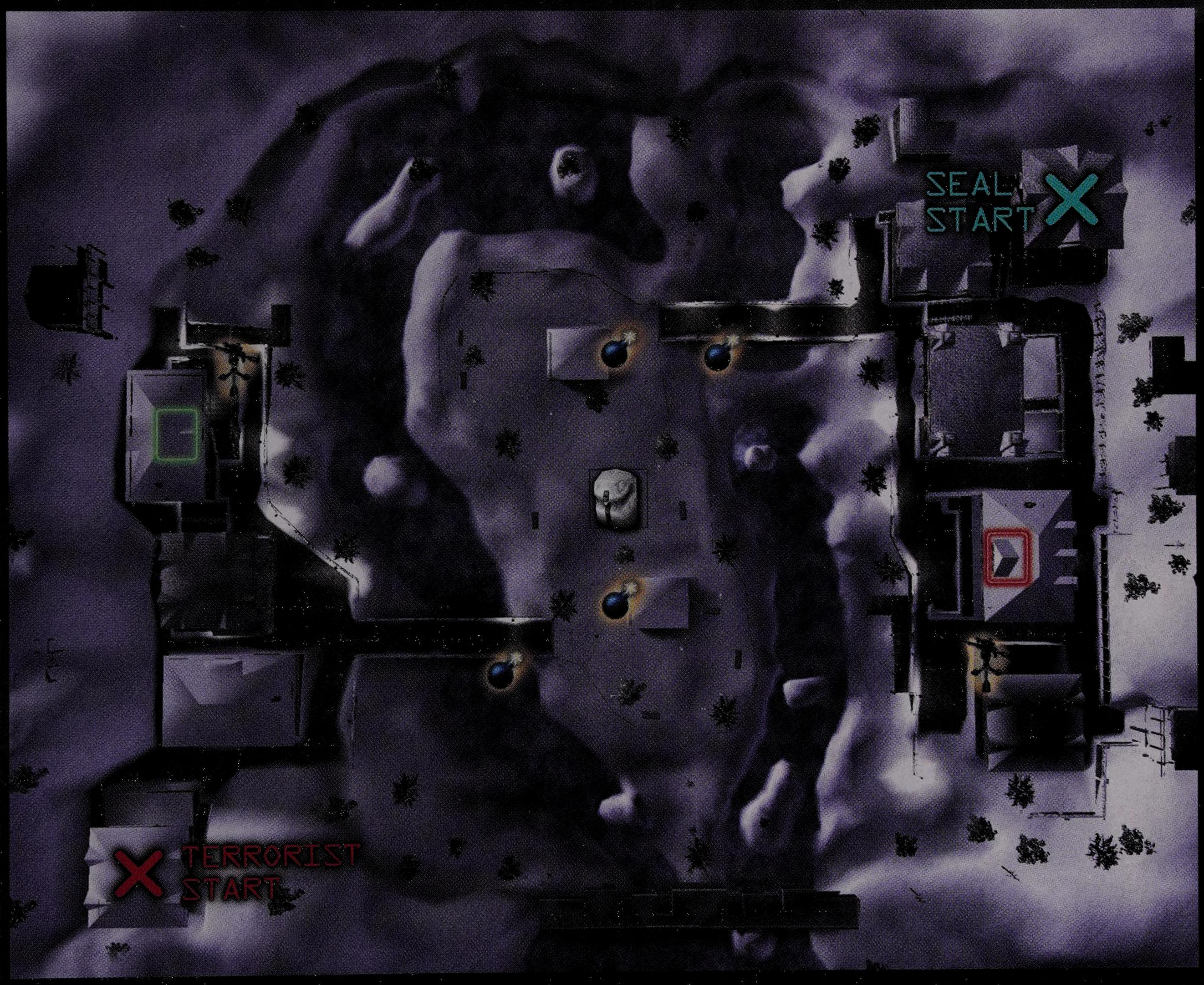
MAPS

MULTIPLAYER
GUIDANCE

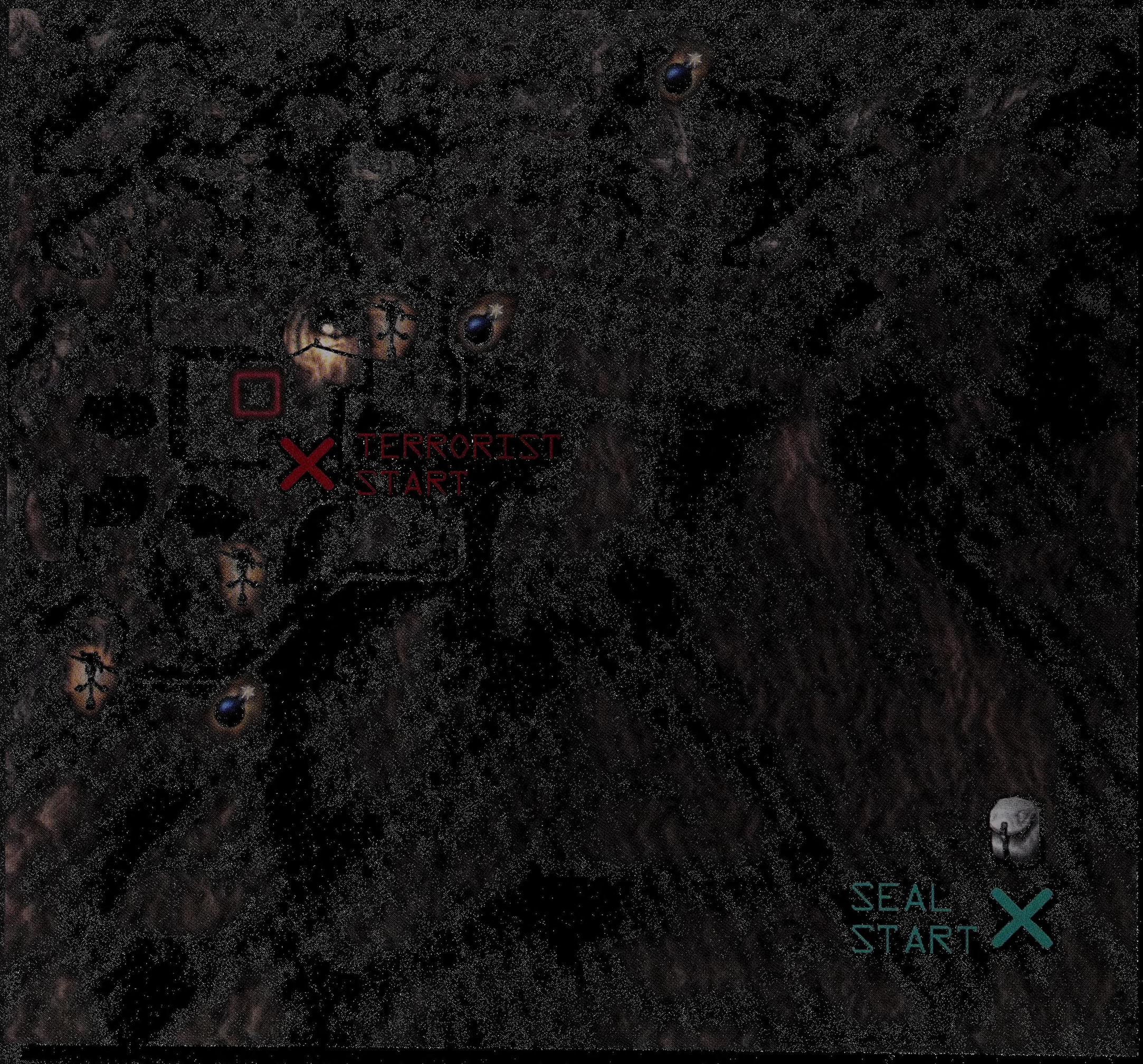
MULTIPLAYER
FOX HUNT

MULTIPLAYER

REQUIEM



SANDSTORM



MULTIPLAYER SUJO

MULTIPLAYER SHADOWFALLS

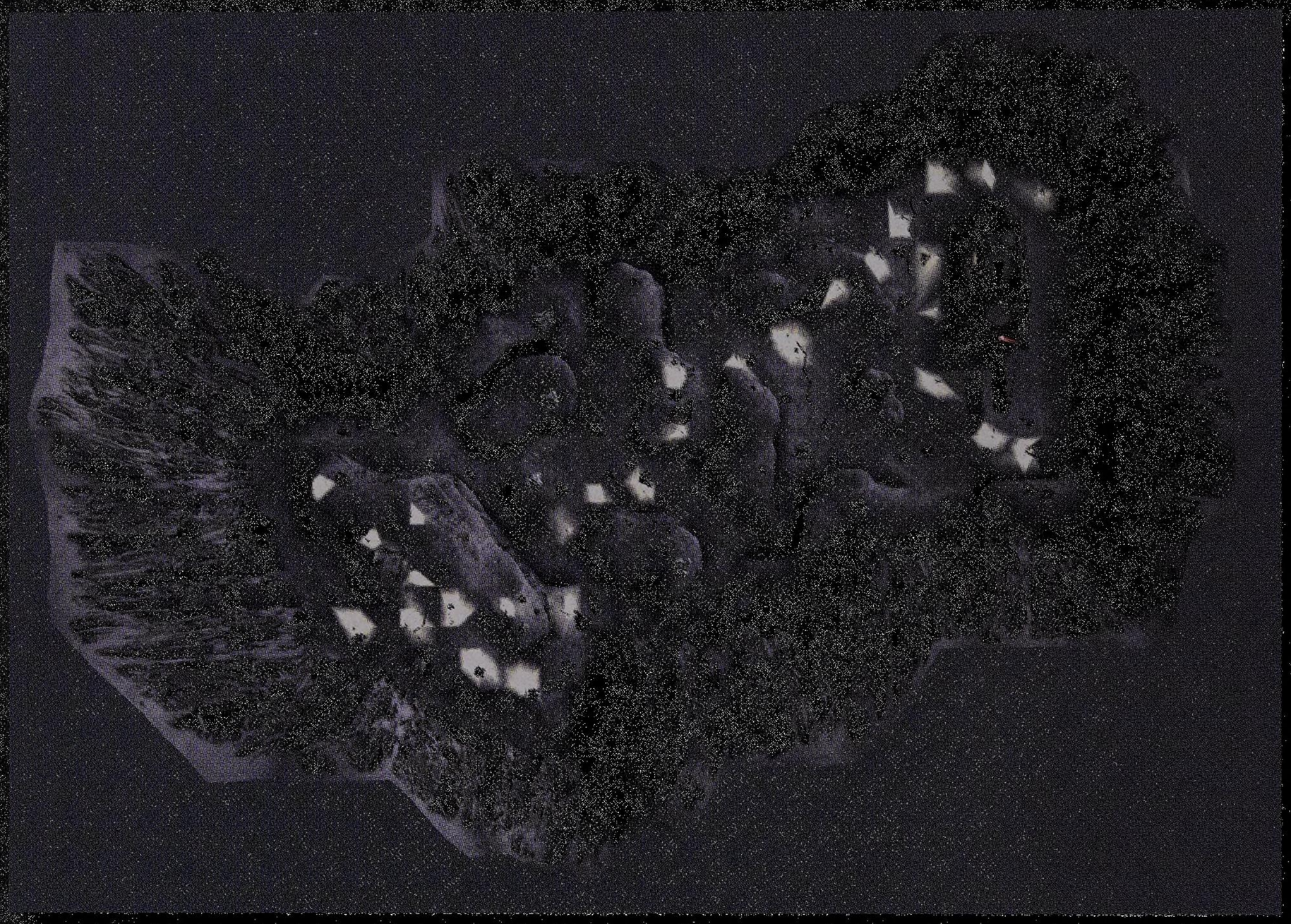
THE MIXER

MAPS

MULTIPLAYER

VIGILANCE

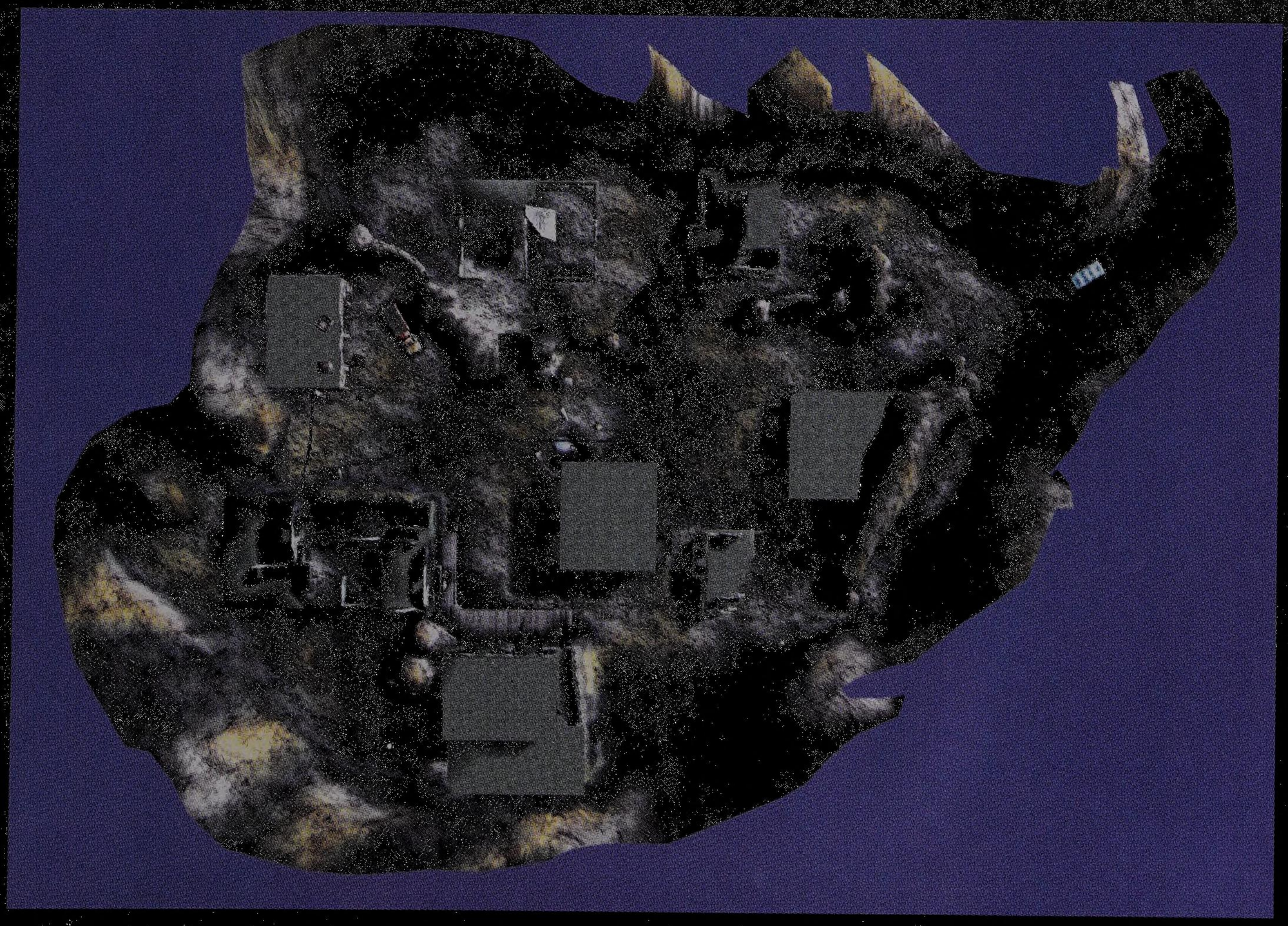
BLIZZARD



FROSTFIRE

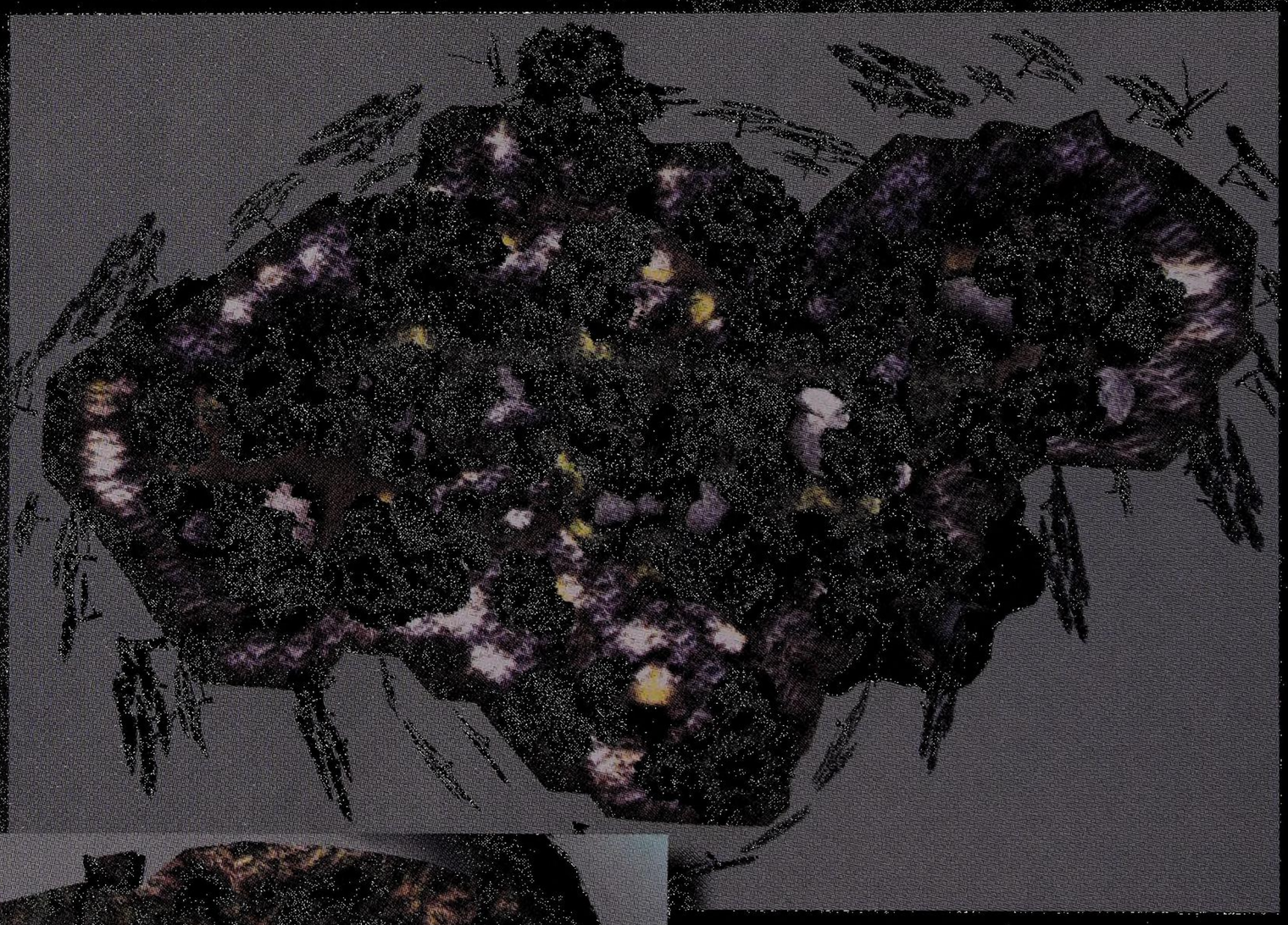
ABANDONED

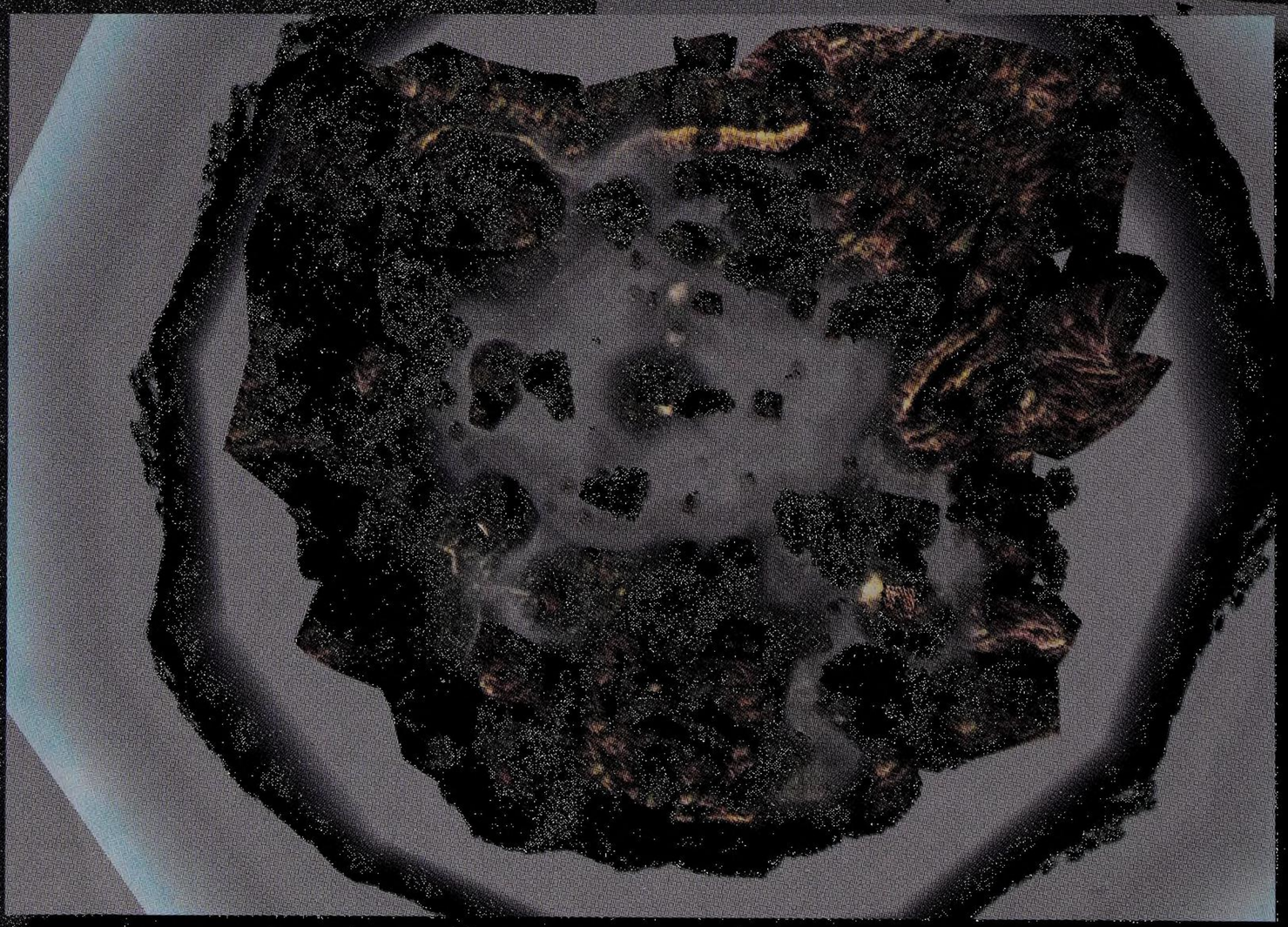
DESERT GLORY



RAT'S NEST

BITTER JUNGLE

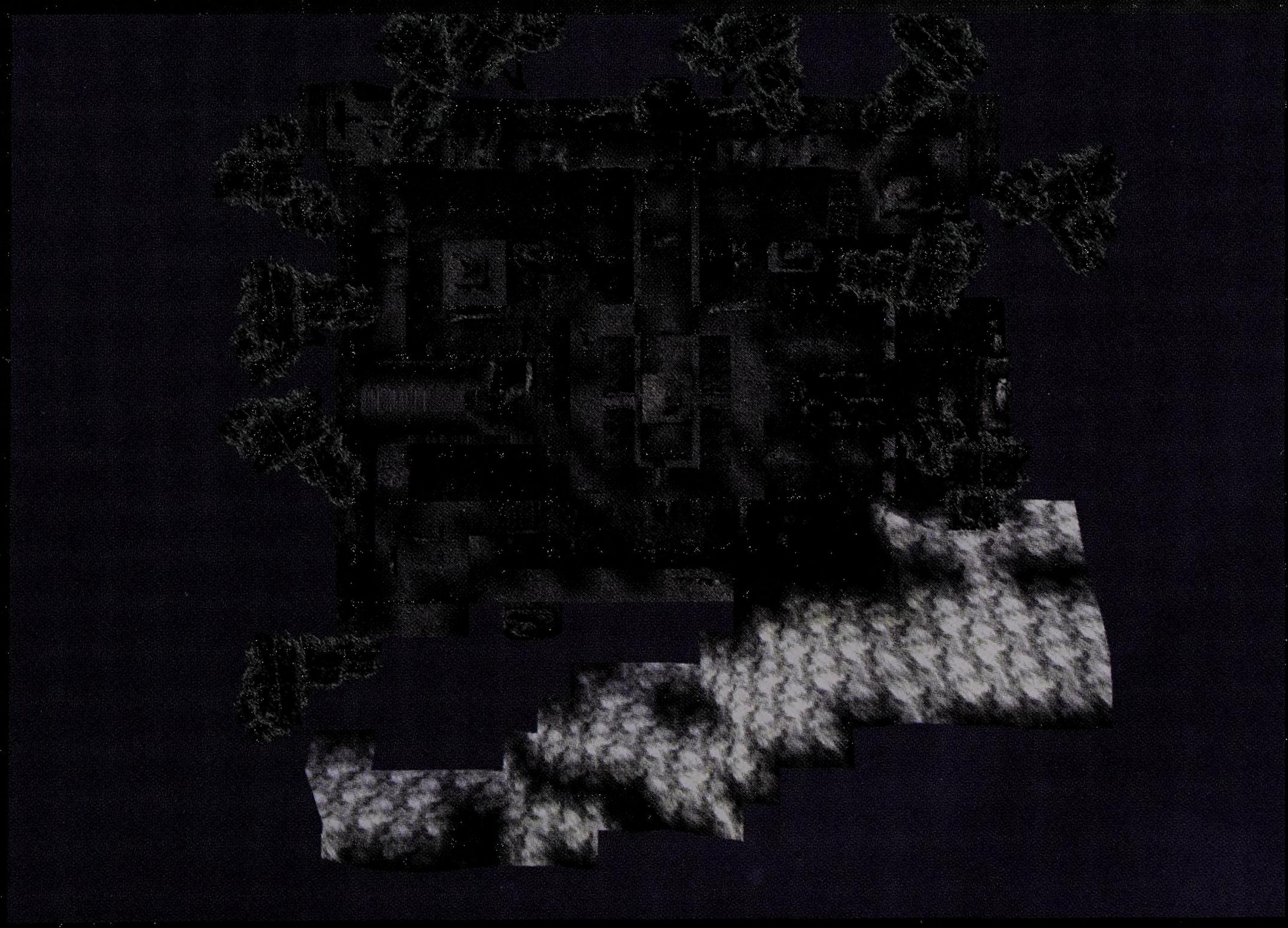




BLOOD LAKE

DEATH TRAP

THE RUINS



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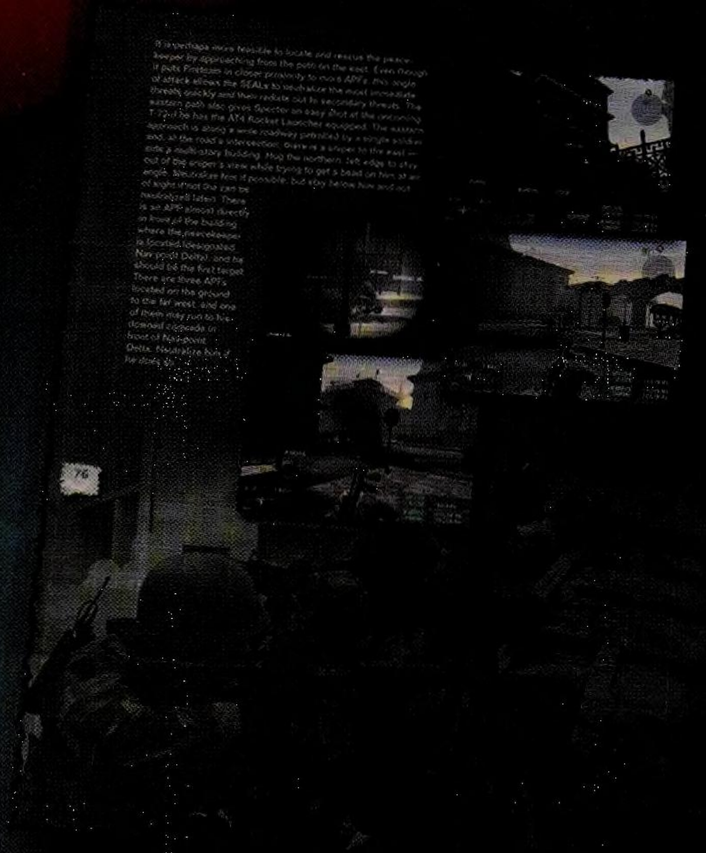
MAPS for all SINGLE and MULTIPLAYER LEVELS



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Detailed walkthroughs for each of the game's 12 single player missions

General tips and strategies for succeeding in all five online multiplayer gaming scenarios

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OFFICIAL STRATEGY GUIDE

SOCOM II

U.S. NAVY SEALS

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